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# THIS MONTH'S COVER

INQUEST 49 • MAY 1999

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The future of Magic is the new Classic Edition. You'll never play the same way again.

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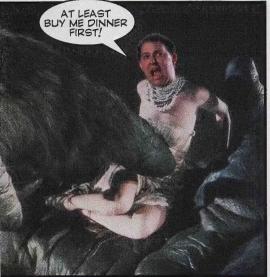


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ODD COUPLE Gaming and licensing go well together-usually.

o okay, we've got this huge "Star Wars" juggernaut bearing down on us, rampaging through America like King Kong or Godzilla on the loose. I'm totally hyped like everyone else, but there's this little nagging voice at the back of my mind whispering that life could be just a teensy bit sweeter if, say, there were a Phantom Menace RPG on the way. But alas, it is not to be. West End Games is out to lunch, and probable successor Decipher is still sticking toes in the water to see if it really wants to get into the RPG business, so there's no roleplaying game in sight. No pod racing through the canyons of Tatooine or blasting through the upper atmosphere of Naboo to battle the dastardly Trade Federation. Aw....

Licensed games definitely deliver the thrills. They give you a chance to live the

adventures of your favorite films and books. What gamer hasn't wanted to battle ringwraiths in Mordor or beam aboard a roque Bird of Prey with phasers set to kill? Thanks

to companies like I.C.E. and Last Unicorn, you can do just that.

Licensed games are good for the gaming industry, too, continually bringing fresh blood into the hobby. "Star Wars," "Star Trek" and even "Sailor Moon" can draw mainstream fans into the game stores—something original RPGs and CCGs have a tough time doing. The Pokémon CCG alone is hauling new kids into gaming by the truckload, including that most elusive of demographics in our industry—girls.

Property-based games do have their dark sides, though. In many cases, they're handicapped with badly-written or inappropriate rules. The Babylon Project RPG and Hercules and Xena CCGs have great concepts, but bad execution. Others, like the Indiana Jones and Middle-earth RPGs, are saddled with rules way too complex for their subject matter and intended audience. Happily, there are success stories. The biggest licensing successesthe Star Wars and Call of Cthulhu RPGs among them—show what happens when a strong property is married with a great game system that suits it.

Another downer: these kinds of games largely thrive at the expense of original games. Companies have only so much dough to spread around on new lines, and many companies will go for the sure thing of a proven licensed property rather than risk it all on some designer's hot concept. You can't really blame the logic; everyone's familiar with, say, Tomb Raider, so a company doing the RPG version doesn't have to sell the concept to dubious distributors and customers; it's already got a high recognition factor and enthusiastic fan base. But what if Wizards of the Coast—a diminutive RPG company in 1992—had spent its annual budget on the Jurassic Park RPG instead of... Well, you get the point.

Fortunately, companies like Alderac, Pinnacle, Five Rings Publishing and Atlas are out there pushing the envelope, showing that there's still room for original RPGs and CCGs—provided they come with fantastic ideas and solid product support. Which gives us the best of both worlds: cool, original games like the debuting Seventh Sea swashbuckling RPG and also—maybe someday—the next Star Wars RPG.

> Paul Sudlow Associate Editor

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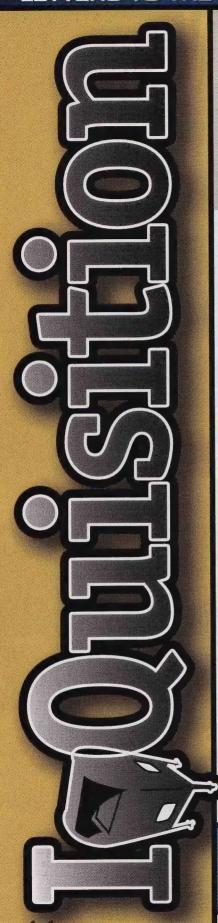
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# MORONS... SCAMMERS... & CARDFLOPPIN' BABES...

Don't hate me 'cause I'm not Rick Swan. Rick got bitten by a tse-tse fly or something (see "Rick Calls it Quits" in last month's "InQuisition") and now I'm the new host of these hallowed pages. I'm InQuest Gamer managing editor Tom Slizewski (pronounced "Jones") and in order to get you to like me, I'm going to pander to your every wish. Want my Alpha Black Lotus? It's yours. Hungry? I'll mail you donuts. Wanna talk to Cow Nose? Call and I'll meow into the phone. In fact, to show you how far I'll go to win your hearts and minds, I've put together something you've all always wanted but were afraid to ask for, an all-chick edition of "InQuisition." Yeah baby!

### MAGIC QUEEN

In InQuest #42, you printed a letter from Jared Reece stating that no good-looking girls play CCGs. I have on thing to say to Reece: "Kiss my ass!" I am a varsity cheerleader who is homecoming queen for my school. I was in the Miss Teen California competition and made it to first runner up. I also play Magic and AD&D. I can kick your ugly ass at any CCG. Magic is not fashion, but a game for cool people. With ♥ and regards.

Maria Lonoe Los Angeles, Calif.

Maria probably would have won Miss Teen California if she hadn't chosen to recite "There was a man from Nantucket" during the poetry competition.

# HANDYMAN

I was intrigued to read about people meeting and marrying through *Magic*. Here's my story:

I was attending a community college, and there was this quiet, shy boy who sat near the back. I picked on his choice of flannels and ball caps almost daily. Then when another classmate and I were discussing *Magic*, this boy turned to me and challenged me to a duel. I accepted and got my ass handed to me. Now, he's mine. We married in October after exactly one year of being together.

Jen Sperling Binghamton, N.Y.

The problem is that most girls get offended when you grab their butt during a Magic duel. Your husband is one lucky cardflopper.

# WORDS FROM A W.E.N.C.H.

This is in response to your request for anecdotes about couples getting together through Magic: A close friend of mine from high school taught me how to play around the time Revised was published. When he went away to college, I called up an old friend and taught "him" how to play Magic. It was only fair, he got me interested in D&D years before when we were in middle school. We taught other people—had to spread the addiction, right?—but we often found it enjoyable just to play one on one (no crude jokes, please).

We spent a lot of time together, and about seven months later, he asked me out. Anyway, we've been together for 3+ years now and are getting married in May. Magic and true love... Life is good.

Carol L.
Co-founder of Team W.E.N.C.H.

Must ... resist ... Spitting Slug ... Forbidden Crypt... remark.

# WHEN GOOD CARDS GO BAD

I use the price guide for keeping my cards up to date. Last month I got to one of my cards and noticed the price went down. It was Mogg Maniac and I don't get it. The card should be worth more than \$1.25. It's my favorite card because it helps me win. I've won lots of games when I was at five life or less because of this card's ability to deal damage when it's dealt damage. Why is it only worth \$1.25?

Julie Hines Clifton, Ill.

Our own price guide grandpoobah

# BEN BALS

Get in touch with your fellow game fans! Send your name, address, e mail address lift you've got onel, age, gender and three favorite games to IGPenPals@aol.com or mail it to us at I.Q. Pen Pals, % InQuest Gamer, 151 Wells Ave., Congers, NY. 10920.

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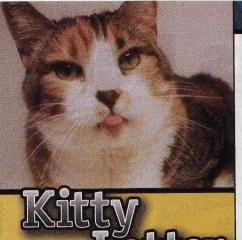
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# MORE LETTERS...



# the **LETTER** of the MONTH as chosen by

COW NOSE. the 50-pound cat

I've been reading InQuest since issue #13 and I have a few things I gotta say.

- 1. I'm sick of opening InQuest and reading letters complaining about some tiny spelling or grammar error. No one cares!
- 2. My second pet peeve is people writing to InQuest that your style is offensive. Why the hell do they read it and respond to it then?
- 3. For those who think that Magic is satanic: We are not summoning demons and sacrificing angels; all we are doing is turning pieces of paper sideways.
- 4. What adverse affects do you think The Duelist's "Oracle" will have on InQuest?
- 5. What would I have to do to get you to go weekly?

Bert Phillips Asheville, N. C.

- 1. Need a job? Sounds like you have what it takes to be a copy editor.
- 2. Tell 'em Bert, you buttmunch.
- 3. Note the phrase "turning pieces of paper sideways" is TM and © Richard Garfield/WotC.
- 4. Fewer letters from the spelling police as they now have another magazine to write to.
- 5. Sign up for 48,250 subscriptions and pay for 'em up front.

"Larzo" Pearson says: "Why? Because of the most basic law of economics: supply and demand. Uncommons from recent Magic sets are in big supply with millions in print. Demand for any single uncommon is not that high. Besides, most players would rather spend \$3 for a booster pack and get 15 cards, including three uncommons, than pony up a buck an quarter for a single card."

## LOW-CUT BLOUSE

This letter is in response to Kathy Erickson, the girl that suggested women put on makeup and perfume before a tournament. It sounds like reasonable strategy, but after having my low-cut blouse deck fail time and time again I realized most men go to tournament to play the game. I just came back from the Urza's Legacy pre-release and the fact that I knew the rules, knew the cards and got both a Time Spiral and Gaea's Cradle in my starter deck was a bigger distraction than my beautiful face and voluptuous breasts. Most of these guys would rather get a Black Lotus than a shot with a knockout like me.

> Cara Mapes Port Jervis, NY

Cara's right, nothing detracts me from Magi... ummm, this envelope smells really nice. And there's a pretty flower drawn on it. Flowers, pretty. I especially like yellow ones with...

# SMART GIRL

"Dungeon Master from Hell" in IQ #44 was hilarious. You guys come up with the funniest stuff!! Hee hee. I musta read it 3,000,000,000 bazillion times! My fave is Tom Slizewski. He's soooo funny. I am looking forward to more comics like that.

Ling Tany Alfred, N.Y.

Fan tally, not counting moms: Tom: 1 Rick: 99,842. Yikes! This is going to be harder than I thunk. Thanks, Ling.

# RETURN OF THE INKSTER

Fire Swan and I assure you it will be the downfall of the free world as we know it. Anarchy will erupt in the streets, and fire will rain from the sky! Hanson will become mandatory listening! It's the apocalypse. people!

> Rebecca Inkster Franklinville, N.J.

Chill Becky, take a deep breath, release. Now, repeat to yourself: "I'm OK, I have a life, mmm-bop, bop, bop, mmm-bop..."

# RANDOM SPELLFIRE BASHING

Probably not all Spellfire fans are idiots. There's always a minute chance they're under the influence of alcohol.

> Teresa Burton Indian Orchard, Mass.

Ouch! That was really uncalled for.

## FRENCH GIRL

I'll try to be civil about this, but it is getting more difficult by the moment. Is there any chance that since Spellfire has lasted so long and with many players who still staunchly defend the game, that there might be more merit to it than you or the other "brains" at InQuest care to admit? I know people who find chess incredibly boring, same for bridge or Monopoly, but I would be hesitant to universally slam those games because of their incredible staying power and popularity. Why not support all the games that have a significant number of players. If you did that, then maybe more CCGers would buy your mag and you wouldn't have to spend so much time on RPG and board games in order to remain in business.

> Rick Teverbaugh via E-mail

For those who don't know, "Rick" is French for "Tammy." Tammy seems to be unaware of a few things. First, there are no "brains" at InQuest. Second, chess and Monopoly will never last. Sure, their first editions sold okay, but if they're supposedly doing so well where are the expansions?

## MORONS

In our town there is an ongoing war between cardfloppers and dicechuckers. You see, the conflict is that us cardflop-

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CANDACE MARIE VANDEZANDE Female

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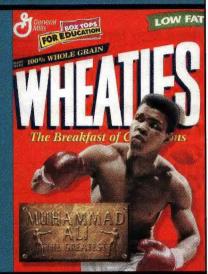
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4 Greenwood Terrace Winthrop, ME 04364 e-mail: supercollector@rocketmail.com Likes Magic, Shadowrun CCG, 85 CCG, Deadlands RPG.

# **EVEN MORE LETTERS...**





InQuest Gamer seeks JPIP)

To: General Mills Cereal Co.

### Sirs:

Magic: The Gathering is a world popular sport with hundreds of thousands of dollars given away annually at tournaments. Is there any chance we'll ever see a Magic champion on a Wheaties box?

Yours truly, E.T. Dudley

The Wheaties marketing group takes the lead in the selection of individuals to appear on our cereal packages. However, there are some similarities in the people who have appeared on Wheaties packages. They are all championship athletes, fit a wholesome type image, have a wide breadth of appeal—and eat Wheaties regularly.

Selecting a Wheaties champion has never been an easy task, especially in a country graced with so many outstanding athletes. Although we wish we could honor them all, it is not possible.

We appreciate your interest and hope you will continue to enjoy our Breakfast of Champions.

Vanessa Paulsen

pers think that AD&D sucks, and they think that Magic sucks. What a bunch of morons!

Anyway, every Friday night, while dicechuckers sit around a table eating junk food and pretending to be important, we bust down their door, run in with blazing torches and herd them down to the sacrificial pit. Once there, we sacrifice them to the All Mighty Atog in the Sky.

> Levi Crawford and Blake Elford Port Charlotte, Fla.

I'm not certain if Levi and Blake are. strictly speaking, chicks. But they seem to spend a whole lot of time together, even writing letters as a couple. I see marriage in their future.

# I BE THE JUDGE

I've been trying to find out how to become a DCI sanctioned Judge for Magic. The nearest place that holds tourneys for me is Honolulu, and some of us struggling cardfloppers would rather buy cards than a plane ticket. I figure having a sanctioned judge on Maui would help expand the tournament scene in Hawaii, and what better way to learn and really know the rules than to become a judge? Thanks for whatever info you can provide.

Jason "Phormat" David Lahaina, Hawaii

Again. I can't be certain if, anatomically speaking, Jason is a chick. So to keep with the theme, I'll get the answer from a girl at Wizards of the Coast:

Me: "Hello this is Tom Jones from InQuest, can you explain to our readers what it takes to become a DCI sanctioned Magic judge?"

Tara McDermott, DCI judge certification coordinator: "The primary way is to contact us, and we'll help you get in touch with a level III certified judge. Then there's an application process with the level III judge that includes a written exam, judging two events and having your abilities evaluated. However, if there are no level III judges in your area, you can become a level I judge just by passing the exam and judging 10 sanctioned tournaments. Note that a tournament does not need a certified judge in order to

be sanctioned. So if you live in a remote area, you can take the exam, fill out the sanctioning paperwork and iudge 10 tournaments to become a level I judge. Interested people can contact me directly at DCljudge@wizards.com for complete details."

Me: "So you're an actual girl?"

Tara: "Umm... yes."

Me: "And you actually play Magic?" Tara: "I've been playing since Revised. I love sealed format the

most." Me: "What's your favorite Magic card? "

Tara: "Master Decoy."

Me: "Do you like Crypt Cobras?" (click...)

# SECRET OF THE **BUTT WOLF**

While studying the Unglued cards, I noticed something out of the ordinary. At the bottom of the cards, it says what number it is out of 94 and has a word written after it. For example, the card Volrath's Motion Sensor says "39/94 Clockwork." When all 94 words are put together in order, does it say something? If so, what?

> Daniel Rischar Chardon, Ohio

OK, it's painfully obvious, that after only 11 letters, we're already fresh out of chicks. I won't insult your intelligence by claiming Daniel's a girl. Unglued does indeed contain a hidden message if you read the cards in order from one to 94. The message is a list of Unglued card names that didn't make it into the set—like Chicken Choker, Butt Wolf and Squee's Play.

### A LOT = ONE

I was just thinking about all the controversy between guy and girl gamers. If you really think about it, there really are a lot of girl gamers. I know one in particular. She is hot and plays some CCGs. She plays Star Wars and Babylon 5. I just wish I could get her, but she has a boyfriend. Worse yet, the lucky bastard does not play anything.

> Tom Sienkowski Waterford, Wis.

LOO JUNZHONG Male Age: 12

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**JUSTIN SAPUTSKI** Male Age: 12 1002 Goehring St

Pittsburgh, PA 15212 Likes: Magic, Star Wars RPG

# LAST OF THE LETTERS...

I bet he plays Chicken Choker when no one's looking. As for getting the girl, have you tried a leg snare?

### WHAT TO PLAY?

My friend Ben and I need a new game to play. We are currently playing the Star Wars RPG and Palladium's Rifts RPG. We've tried Magic, but aren't loaded, so we could only pick up a starter deck or two. We tried the Star Wars CCG and found it boring. Are there any good games out there that aren't too expensive, easy to learn, fun and not hard to find?

> Jarred Trouve West Warwick, R.I.

Jacks fit your profile. You haven't really gamed until you've made backto-back tensies. But if you want something a bit more cerebral—that means "brainy"—try Steve Jackson's GURPS. Once you learn the rules, you can play in most any setting. The basic

book is all you gotta buy and a sourcebook or two for whatever world in which you want to play. Tired of your current setting? Just buy another supplement and bibbity-boppity-boo. you already know the rules.

### SCAMMER

In the "Pig Head" letter from Tarah Towey ("InQuisition." IQ #45), Sarah accused guys of being prejudiced & biased against female gamers, but it isn't so. I myself have never met a female gamer, but I think it would be interesting. Do you think I could have Sarah's address? She said she was, ahem, not bad looking. I'm pretty good looking, so I'd like to get in contact with her.

> Trevor Marlin White House, Tenn.

P.S. Please!

Nice try Trevor. I think you'll go far with girls since you live in White House

and already know how to beg. I can't hook you up with Sarah, however, since you didn't send a photograph. Rule of "InQuisition" #72: No matchmaking without photos. And don't try the Swan trick and send one of the pictures that came with your wallet. I can tell.

# CARDFLOPPIN' **BABES NEED DATES**

We're students at an all-girl cosmetology school. When not in class all we do is play Magic and other CCGs. We've developed dozens of killer decks you guys have never even thought of. Also, we always ante up even if our opponent chooses not to because it's good practice and gives us something to play for. Our hobbies include cooking, housework and collecting comics. We'd really like to meet some of the nice guys who write to "InQuisition."

> Gwendy Stacey Gallileo Cosmetology Academy Rouge, La.

I may have completely made up the last letter.

So, how'd I do my first time out? Wanna see me coated with Arby's Horsey Sauce and thrown to starving wombats? Think I should get paid an extra dozen donuts a week 'cause an almost all-chick "InQuisition" was such a great idea? Write or e-mail. And don't hold back, use curse words if you have to, draw obscene pictures to express your feelings if you don't write so good. But remember, I love you-every geeky one of ya. See you next month if I still have a job here.

Iom Ali

Tom Slizewski has kleptomania. But he's been taking something for it.

ONLINE QUESTION OF IF YOU COULD TAKE ONE MAGIC CREATURE TO "SHOW AND TELL" AT SCHOOL, WHAT WOULD YOU TAKE? JUZAM DUINN 30/6 SHIVAN DEAGON BOTTLE 1000 GNOMES 12% COSMIC SERRA 130/0 ANGEL = 0/0 10% ATOR SPINAL VILLIAN PRIMORDIAL 0025

While the atogs were the hands—or is it paws? claws?—down winner among the provided choices, almost half of you out there in Magicland had more destructive and disruptive plans for your time in front of the class. The Cosmic Horror and Shivan Dragon were popular among those who wanted to feed the teacher to their pets, while the Serra Angel was chosen by students who wanted to get lucky. Our favorite: the voter who decided to take "the little bunny on Illusions Of Grandeur."

Send ver letters to: InQuestMag@aol.com or INQUISITION 151 Wells Ave.

Congers, NY 10920

Include your full name, mailing address and phone number in all letters. Some letters may be edited for space and clarity.

# 

Lights... Camera... Dragor

"DUNGEONS & DRAGONS" **MOVIE ANNOUNCED** 

oming soon: digital dragons and live-action dungeon crawls with absolutely no dice needed. After nearly two decades of promises, the much-delayed "Dungeons & Dragons" movie has entered the final stages of pre-production.

The \$28 million dollar film, a joint partnership between Sweetpea Entertainment and Silver Pictures, is scheduled to begin shooting on location in Prague this spring or early summer. Courtney Solomon, 28, Sweetpea Entertainment's president will direct the film. Well-known Hollywood mogul Joel Silver, best known for the "Lethal Weapon" films, will serve as executive producer.

There are three main heroes in the film, all of which are to be played by non-big name young actors: a commonplace thief, an inexperienced sorceress and a recently crowned empress.

When an evil wizard dethrones the young heir because she seeks equal rights for the rich and poor of her land, she allies herself with the other two adventurers

in search of a powerful magic artifact that will help save her kingdom. The screenplay was written by Topper Lillian and Carole Cartwright, with a rewrite by Mark Leahy, none of whom have major film credits.

The film's special effects will be done by Station X Studios, a Santa Monica-based \$ company that specializes in creating digital special effects and software. Station X has worked on films such as "My Favorite Martian" and Kevin Smith's soon-to-be-released "Dogma."

A live-action "D&D" movie has been bandied about since Gary Gygax tried to drum up interest in the early '80s. No serious progress was made, however, until Solomon purchased the film rights from the old TSR regime in 1991. For a brief time, it looked like the film was going go forward; in August of 1997, a week's worth of principal photography took place, but filming was halted for unknown reasons. Nevertheless, the footage—said mainly to consist of outdoors scenes with horses and their

riders-was later edited and scored. Actor Justin Whalin, a.k.a. "Jimmy Olsen" of "Lois and Clark..." fame, was cast in the role of the thief at that time, but it's currently unknown if Whalin is still involved with the project. Sweetpea Entertainment declined to discuss any details concerning the movie's

storyline or possible casting decisions.

The principals involved won't confirm anything further, but from snipets of the script circulating on an internet industry dis-

CHEESE DRAGON The "D&D" movie should have state of the art special effects, unlike this plastic lizard from the "Dragonslayer" film.

cussion group, the movie looks be more serious than

BOX OFFICE HEAT? Sweet Pea Entertainment hopes to breathe life back into fantasy films with the "D&D" movie.

fantasy shows like "Hercules" or "Xena." Don't expect to see any campy battle sequences or over-the-top characters. Fans of the role-playing game will recognize familiar magical items and equipment, but don't expect everything in the film to jibe with the source-books. Plans call for the adventurers to encounter as many as a dozen traditional D&D monsters: orcs, goblins, elves, gnomes, trolls, etc. But it will also be true to its namesake and show the group venturing into underground dungeons and meeting mighty

dragons. Driving the plot will be the adventurers' search for a magical rod that can control dragons. Rumor has it that, near the film's climax, dozens of dragons take to the sky and battle each other, with the fate of the kingdom decided by the outcome.

Activity on this project comes shortly after the announcement that director Peter Jackson ("Heavenly Creatures") would write and direct three films based on J.R.R.

Tolkien's "The Lord of the Rings" trilogy. Jackson's trio of movies is estimated to cost \$120 million and scheduled for release in late 2000 and 2001. It's likely no coincidence that this sort of major commitment by a studio to produce three fantasy films helped the owners of the film rights to the "D&D" movie start the ball rolling again.

Currently the search is on to cast the "Dungeons & Dragons" characters. Since a specific starting date and the length of filming have yet to be announced, no tentative release date has been mentioned. If filming does begin by this summer, you can expect to see it come out just as the hype begins to build for the first of the "Lord of the Rings" movies late next year.

Patrick Sauriol

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# Free Magic Booster Packs

ue to a rash of *Magic* card bannings recently, Wizards of the Coast is offering to send players a booster pack for each of the newly banned cards they mail in.

Currently, only Earthcraft, Dream Halls, Recurring Nightmare, Fluctuator, Time Spiral and Tolarian Academy are eligible. Wizards of the Coast believes that banning and/or restricting cards is critical to creating long-term stability in the tournament environment. "We recognize this can be frustrating and disappointing to players who purchase Magic product only to find that some cards are no longer allowed in one of the most popular tournament formats. That's why we're offering this redemption program," the company said.

To participate in the program, fans must fill out a redemption form and enclose one or more of the above cards. For each card sent to them, WotC will send you a booster pack from the expansion in which your card was found. Cards must arrive in playable condition, and Rath Cycle cards will only be accepted through November 1, 1999. Urza block cards will be accepted until November 1, 2000. Com-

BANNEDS FOR BOOSTERS Send in one of the recently banned *Magic* cards, get a booster pack. plete details and a redemption form are available at www.wizards.com.

■ Tom Slizewski

# Let There Be Sanctioning!

FIVE RINGS' CCGs RECEIVE DCI'S BLESSING

t's not just for Magic any more.

There was a time when the Duelists' Convocation International (DCI) cared only about Magic players. Then last year BattleTech cardfloppers were admitted into the fold. Now Five Rings' stable of CCGs—including Doomtown, Dune, Legend of the Five Rings, Legend of the Burning Sands and Rage—will join the tournament sanctioning and player ranking organization.

Players of these titles will receive a different DCI card for each game in which they compete, though a single member—ship number will be used to keep track of their ranking for all sanctioned games. With the sanctioning of these CCGs, two new types of player rankings will also be introduced: cumulative lifetime total per game and the highest total score in the players' best six finishes annually.

And there's more. Five Rings CCGs, like Legend of the Five Rings and Doomtown, are also getting their own leagues, allowing fans to play sanctioned matches at their local stores. According to Ed Bolme, Doomtown brand manager, "the integration of Five Rings CCGs leagues with the DCI tournament system will provide fans with an unrivaled play environment. Two days after we announced the news, we had over 150 tournaments scheduled nationwide."

Twice a year or so these tournaments will be global in scale and



ELIJAH

the outcome will determine an important aspect of the

story. For *Doomtown*, Bolme said, "the first global storyline tournament will determine which outfit finds the motherlode. It's scheduled for May. The second will be around Halloween 1999."

LBS and others join DCI.

Players can obtain complete info by calling (888) 4-5RINGS or by visiting the FRPG website at www. frpg.com. Andrew Lupp

# WE LOOKED IT UP...



# PANCOR (Ran•ker)

1. Bitter dislike, spitefulness 2. In "Star Wars," a subterranean-dwelling creature to which Jabba the Hutt fed his enemies. 3. A creature enchantment in Magic: Urza's Legacy that grants +2/+0 and trample and bounces back to your hand if sent to graveyard. 4. What male chauvinists do whenever they see a chick.

# Star Wars: The Phantom Menace CCGs

oung Jedi looks to be the next Star Wars CCG expansion... sort of. "Sort of" because the game's publisher, Decipher Inc., is now calling the existing Star Wars CCG, "Classic" Star Wars, and the new Young Jedi will be an original, non-compatible game.

This new game will reflect the events from the film "Star Wars: The Phantom Menace" and target younger players in the 9-13 age bracket. The core YJ set is due out in June. Two expansions have been announced to follow later this year with approximately 400 cards being released for YJ in '99. YJ's core set and announced expansions will contain all the main characters, starships and locations shown in "The Phantom Menace."

For Classic Star Wars CCG fans, there will be the Endor expansion this May and a Death Star II set has been announced for later in '99. After that, Decipher won't confirm its plans, but there has been talk of a possible Hoth mini-series and cards based on the "Star Wars" novels like

VOLUME

"Shadows of the Empire." A set based on the Dark Forces video game has also been mentioned as a possibility, though it's unlikely to see print this year.

■ Heath Scheiman

YOUNG JED! Next Star Wars CCG not compatible with existing game.

based products have caught gamers' imaginations lately.



But that looks to be changing with a new Champions edition in the works, and White Wolf (Abberant) and Pinnacle (Brave New World) announcing new superherorelated games.

BARGAIN GAMING. We all love a bargain; regretfully, there aren't many to be

found in gaming. That's why we give a big skyward thumb to White Wolf's new Trinity rulebook. Everything you need to play in a quality package for \$15. Let's hope other companies follow this lead.

KILLER SERVERS. The new massive online game EverQuest-originally designed to encourage cooperative play—is addressing the gripes of gamers who enjoy player vs. player combat by setting up servers where character killing is unrestricted. Now, you can play EverQuest in civilized or anarchy mode depending on your mood.

PRICE GOUGING. Foil cards are proving so popular among price speculators that boxes of Urza's Legacy boosters, which contain six foil cards on average, are being marked up as high as \$200 per box: They normally sell for around \$70. This hurts Magic in the long term.

POOR PLAYTESTING. On the heels of Tolarian Academy, which was banned less than three months after its release, six more Magic cards land on the banned list this month. Playtesters should be catching these broken cards long before they're sold to fans.

NO "STAR WARS" PREQUEL GAMES. Excuse us. but isn't "The Phantom Menace" release just around the corner? Why then, for the love of Luke, aren't there any "Star Wars" prequel-based games being released? Fans want to be able to play with Darth Maul while they can still remember what he looks like.

HELP URZA GET REVENGE Bob Kessler from Olev. Pennsylvania, will henceforth be known as "Urza's Little Helper." He identified all the artifacts correctly and walks away with every card from the Urza cycle.

DEAD MAN'S HAND: "SIZE DOES MATTER" A giant among cardfloppers, Ethan Wright from Newport News, Virginia, knows that size matters. Ethan proved it, and now his collection grows by 540 cards—the number of cards in the booster box of Urza's Saga he won.

# Magic Linked to **Devil Worship**

# RELIGIOUS GROUPS RIGHT ALL ALONG

rincipals, ministers and uptight moms have been proven right: Magic leads to Satanism.

The largest Satanist group in the United States, the Brothers of Beelzebub (BoB), claimed in a recent press release announcing a fiery end of the world that they spend most of their time playing Magic: The Gathering while awaiting the return of the Prince of Evil.

"We're looking for a one way ticket to hell, and Magic is as close as you can get without having to find something as cumbersome as a sheep to sacrifice," according to Brother Asmodeus, 22, the group's treasurer. "I started playing when



GIMME BACK MY BARKPACT Satanists play only with black cards.

The Dark expansion was released. Soon the cardboard ritual of sacrificing creatures to my Lord Of The Pit wasn't enough and I offered up my hamster, Mr. Chuckles, on a dark altar I constructed in my bedroom," he said.

"I too was seduced by this game when I was a mere child," said Brother Orcus, 15, newest member of the six-person group and recently named membership chairman. "Once you cast a Dark Ritual, can you ever really go back?" he questioned. "Can you again feel the sweet caress of the sun or the gentle touch of the wind on your pale cheek without flashing back to the dark sorcery you committed at the card table? I say thee nay! A thousand times nay!" he said. "Nay, nay, nay ..."

BoB favors, Rochester draft and have started a competitive league against other Satan-worshipping groups. "To further honor our dark master we play only with black cards," said Sister Sally "the Succubus" Sinkozwski, 42, of the league-leading Elder Demon Initiates (EDI). "We use the other, weaker colors to make pentagrams on the floor of our temples. Also, we taunt the white cards before shredding them and casting them into the fires that are home to the supreme one," she said.

Satanists called for the "annihilation by flame and fire" of Wizards of the Coast after the company banned Darkpact and Demonic Attorney in 1994. Still, all devil worshipers agree that Magic Sixth Edition—which they call six-six-sixth edition—is the best thing to happen to the game since Living Death.

Lirpa Sloof

• In a recent online chat, White Wolf revealed their sixth World of Darkness game is entitled "Hunter."

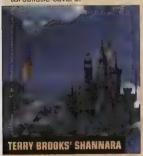
· BattleTech creator Jonathan Wiseman recently told Wired megazine that he has cowritten a treatment for a "BattleTech" feature film

· Palladium Books are planning a line of novels based on their Rifts RPG settings. The first series will be a trilogy written by Adam Chilson.

· R. Talsorian Games has formed Atomic Rocket Games to take over exclusive licensing and production of Mekton, ARG is expected to have Mekton Z back in print and back on store shelves shortly.

 R. Talsorian Games is also developing a new Cyberpunk RPG, currently titled Cyberpunk 2030X

· Little Brown and Company of London is reissuing Terry Brook's "Shannara" series of books this summer with new covers by Steve Stone Stone used many of the techniques he developed when he created the "Divide & Conquer" map in InQuest Gamer #46 for the photorealistic covers



. The upcoming Blaze of Glory expansion for Decipher's Star Trek CCG is dedicated to hand-to-hand combat with an emphasis on Klingons. Romulans and the more warlike races.

· Wizards of the Coast will release a special edition expansion to the ADAD Core Rules CD-ROM as part of this year's 25th anniversarv of Dungeons & Dragons, which will allow for the creation of custom classes, support character kits from the many player's handbooks and include HTML versions of the nine AD&D books in the original Core Rules CD-ROM.

TriStar will release "Heavy Metal: F.A.K.K. 2" in late August. The sequel to the classic 1981 animated film is based on Kevin Eastman and Simon Bisley's Melt-

ing Pot comics. Eastman's wife, Bmovie queen Julie Strain, voices the lead character she inspired.

· Capcom is developing a prequel to Resident Evil for the Nintendo 64 entitled Resident Evil Zero, as well as a sequel to Strider for the Sony PlayStation.

· Warner Bros. Interactive has signed a multi-platform licensing deal to have Ubi Soft create games based on the WB's "The Adventures of Batman and Robin" animated series

 Todd McFarlane Entertainment will supervise the scripting process and character design for the "Doom" feature film.

· Production begins this summer on a "Battlestar Galactica" feature film featuring CGI effects by No Prisoners, the same company who worked their magic on last month's "Wing Commander" feature.

· The home video versions of both "Highlander" and "Highlander 2: The Quickening" will be removed from store shelves on June 30th and go on moratorium status.

. Sequels for "Blade," "Independence Day" and "Godzilla" are in the works for the near future.

· Clive Barker will write and direct "American Horror" for New Line Cinema, a horror film set against the American railroad's expansion west, circe 1866.

· Playmates Toys will soon release a talking 12-inch Lara Croft Tomb Raider doll, with fabric clothing, rooted hair and realistic-feeling skin.

### **DUE CREDIT**

In InQuest Gamer #47 in the "For Fun and Prophet" feature, the photos labeled "Klingon at Heart," "Lizards in Love," "Funny Ferengi "and "Warp Drive & Wormholes" should have been credited to Foto Fantasies.

In InQuest Gamer #48, the picture of Kahn shown on the cover should also have been credited to Foto Fantasies.

■ By Sean Jordan (SeanJordan @aol.com) and the IQ Gamer staff

# Show Us the Toys!

# A GAMER'S GUIDE TO TOYFARE '99

very February, an army of Power Rangers, pokémon and Barbies descend on Manhattan for the American International Tov Fair, a superconvention for the folks who buy toys for big retail chains like Sears and FAO Schwartz.

Picture entire floors decked out with Batmen and WCW wrestlerswalls and walls of 'em. Imagine rows and rows of top secret "Episode I" action figures; unfortunately, the "Star Wars" toys were so top secret we couldn't beg or wheedle our way in to see them. But we saw plenty of the other plastic goodies that dominate the tov market these days.

Of particular interest to gamers were ReSaurus's batch of

PLASTIC PERFECTION Serra Angel in all her feminine goodness thanks to ReSaurus.

Magic-inspired figures—big burly prototypes of the Serra Angel, Talruum Minotaur and Orgg. There's no firm word yet on when these will hit the market, but ReSaurus guesses late this summer. If they do well, Juzam Djinn, Soldevi Golem and Dakkon Blackblade are next. ReSaurus also had some cool Old West toys for Deadlands and Doomtown fans, including marshals, outlaws and bounty hunters.

Pokémon goodies were everywhere, from the Hasbro toy displays to WotC's CCG posters. There was even a Pikachu VW Beetle tooling around outside. "We're in our third print run in two months," said WotC public relations coordinator Carol Rogalski of the Pokémon CCG. "We can't keep them on store shelves." Look for the first expansion, Jungle, in June.

The eagerly awaited Final Fantasy VIII PlayStation game has just been released in Japan to screaming mobs, and Bandai is releasing six new action figures from the game this year, including husky hero Squall Leonhart and cute Rinoa Heartilly. At six inches, these bad boys 'n' girls loom over last year's batch, all of which were a mere four inches tall.

The one true G.I. Joe is back! According to Hasbro reps, the fuzzy-headed, 12-inch doll did so well in the collector's market that, after decades, he's returning to toy stores everywhere. Keep an eve out for the Joes of Desert Storm, Delta Force and even as an entire series of heroes, Rough Rider Teddy Roosevelt and Apollo astronaut Buzz Aldrin among them. Alas however, the kung-fu grip is long gone. 
Paul Sudlow

# MAGIC TOURNEY SCENE DICEWS

# **Black Sunday**

# **DARK MAGIC DOMINATES AT PRO TOUR LOS ANGELES**

f you want to get your opponent down to zero life, but have some for yourself, there's nothing like three Corrupts and a Pestilence to do the trick. It probably also doesn't hurt to have a name more than twice as long as your opponent's.

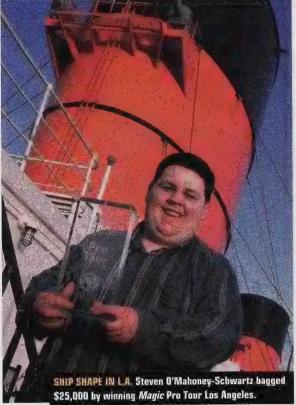
Steven O'Mahoney-Schwartz of Boston overwhelmed last year's Pro Tour Player of the Year Jon Finkel in the final round of Pro Tour Los Angeles the last weekend in February by drafting an insanely strong mono-black deck. Game after game, the dreaded Pestilence/Corrupt combo came into play. The Pestilence allowed O'Mahoney-Schwartz to do damage to all creatures and players equal to the number of black mana he pumped into it, while the Corrupts hit his opponents for damage equal to the number of swamps he controlled, gaining him an equal amount of life. Anything of Finkel's which survived this one-two punch, O'Mahoney-Schwartz zapped with a Befoul. If that wasn't bad enough, Unnerve, Cackling Fiend and Duress served to force Finkel to discard precious cards from his hand. With such a supercharged deck O'Mahoney-Schwartz's only loss in the best of five final match came in game three, when Finkel's Monk Realist showed up in time to destroy the dominating Pestilence.

Realizing the weaknesses of playing a mono-color deck, even in Draft format, O'Mahoney-Schwartz drafted a bit defensively, picking but not using two Runes Of Protection: Black and a Disciple Of Grace, thereby reducing the cards that his opponents might have to use against him.

O'Mahoney-Schwartz came into the final eight ranked third. It was a tough road into the top bracket and he only narrowly defeated his own brother. "I feel really bad about it," he said afterwards. He also had a hard time beating Terry Lau, another finalist, in the eleventh round. "I barely won with virtually no time left in the match."

The champion netted a check for \$25,000, and his first Pro Tour win; he came in second at PT-Paris and is the master of the Grand Prix, with two Grand Prix wins and three top eight finishes. Finkel had no choice but to console himself with the \$15,000 prize for second place. Mike Long, fresh from his victory at the Duelist Invitational (see story on next page), took eighth place and a prize of \$4300. In fact, four of the Duelist Invitational invitees were in the top eight, including O'Mahoney-Schwartz.

The tournament was held on the Queen Mary—yes, the big cruise ship—while it was docked in Long Beach, California. There were 338 players at this, the 18th Pro Tour event. And this may have been the first Pro Tour with a serious injury, as



a luckless Danish player cracked his head on a metal box, requiring a quick hospital trip and stitches, forcing him out of the main event. Also at the Pro Tour were the Junior Super Series Western Division championships; Adam Prokopin and Rodney Burt, Jr. won the ages 15-17, and 14-and-under categories, respectively.

The next Pro Tour takes place in New York, April 30-May 2, and will be played in Constructed Urza's Saga block format, with invi-



# PRO TOUR L.A. WINNING DECK

# BLACK.

- 3 Befoul
- 1 Blood Vassal
- 1 Bog Raiders
- 1 Cackling Flend
- 2 Cerrion Beetles 3 Corrupt
- 1 Dark Ritual Despondency

- 1 Duress
- 2 Hollow Doos
- 1 Pestilence
- 2 Phyrexian Ghoul
- 2 Unnerve
- 1 Unworthy Dead

# DESTRUCTION OF THE PERSON NAMED IN

18 Swamp

# **Long Wins Contest** of Champions

he 16 best Magic players in the world received allexpense paid trips to Barcelona, Spain, for the third annual Duelist Invitational tournament held this past February.

After four grueling days of play, Norway's Sturla Bingen ended up in the finals against perpetual powerhouse Mike Long of the United States. The finals, which were played using the Classic (Type I) format, pitted Long's trademark Necro deck against Bingen's Tolarian Academy-based deck. In a tense match, Long prevailed 3-2.

As a prize for winning the Invitational, Long will get to design his own card and have it included in a future expansion. When asked about the card, Long only shook his head. "I don't know what the card will be yet. I hadn't planned on winning," he said.

Competitors invited to the Invitational were chosen based on various accomplishments such as winning a Pro Tour or holding the number one spot in DCI rankings. Their skills were tested in a variety of play formats

including traditional ones like Classic and Standard, but players also had to cope with some unorthodox ones as well. In one portion of the tournament each player received an identical card pool with which to build a deck.

This was the first title event to be played using Sixth Edition rules.

■ Alex Shvartsman

LONG WAY TO THE TOP MIKE Long wins in Spain.

# **GUNS** MAGIC SHARPSHOOTERS

WORLD'S 10 BEST MAGIC PLAYERS

# PLAYER OF THE MONTH

BRIAN SELDEN, 18, from San Diego, CA DCI STANDARD RATING: 2144

JOB: Student

**FAVORITE MAGIC CARD? Survival of** the Fittest/Recurring Nightmare.

**FAVORITE NON-MAGIC ACTIVITY? The** Beach!!!

FAVORITE FOOD WHILE PLAYING MAGIC? Pizza ("Yeah, I wear sleeves.")

FAVORITE TV SHOW: "The Simpsons"

HIS SECRET FOR LASTING YOUTH: Twinkies and Spam

BIO IN BRIEF: 1998 was the "Year of Magic" for Brian Selden. since it was the first year he ever played on the Pro Tour. The new kid in town demonstrated his stuff in a big way: winning Worlds, coming in 9th at the U.S. Nationals, 18th at the GP-Indianapolis, and making top 32 at the PT-Chicago. He also joined Team Mogg Squad, with the official title of Goblin King.

- 2. DARWIN KASTLE, Aliston, MA, USA **DCI STANDARD RATING: 2094**
- 3. SCOTT R. JOHNS, Northridge, CA, USA **DCI STANDARD RATING: 2066**
- 4. GARY KRAKOWER Toronto, ON, Canada **DCI STANDARD RATING: 2059**
- 5. JON FINKEL, Fanwood, NJ, USA DCI STANDARD RATING: 2055
- 6. GLYEB G. KOUMASINSKI, Columbia, MD, USA **DCI STANDARD RATING: 2047**
- 7. MICHAEL LONG, Charlottesville, VA, USA DCI STANDARD RATING: 2048
- 8. ADAM D. VINCENT, Longwood, FL. USA DCI STANDARD RATING: 2044
- 9. MIKE BREGOLI, Southwick, MA, USA DCI STANDARD RATING: 2040
- 10. CHRISTOPH O'LEARY, Malden, MA. USA **DCI STANDARD RATING: 2038**

# **UPDATES** RULE CHANGES AND OTHER TECHNICALITIES

BANNED AND RESTRICTED Changes effective April 1, 1999. Standard Constructed: Dream Halls, Earthcraft, Fluctuator, Lotus Petal,

Memory Jar, Recurring Nightmare and Time Spiral

- Urza Block Constructed: Memory Jar, Time Spiral and Windfall are banned.
- Classic-Restricted Constructed: Memory Jar and Time Spiral are banned. Candelabra Of Tawnos, Copy Artifact, Maze Of Ith and Mishra's Workshop are unbanned.
- Classic Constructed: Time Spiral is restricted. Maze Of Ith is unrestricted.

# **ERRATA**

Cloud Of Faeries, Great Whale, Palinchron and Pere-

grine Drake now have a new wording: "When (this creature] comes into play, if you played it from your hand, untap up to [the appropriate number of] lands." Remember that "played" is not the same as "put into play." These creatures won't untap any lands if you bring them into play with Sneak Attack, for example.

· Priest Of Gix has the following errata: "When Priest Of Gix comes into play, if you played it from your hand, add BBB to your mana pool."

This new errata doesn't fix any rules loopholes: rather, it's designed to deal with a recent rash of combo decks involving "free" creatures. However, some combos still work. For example, with a Mana Flare in play, a Palinchron and six lands will give you unlimited mana.

RELEASE OF THE WONTH

# Seventh Sea Player's Guide and Game Master's Guide by Sean P. Fannon

CATEGORY: Roleplaying Game FROM: Alderac Entertainment Group

RELEASE: April

COST: Player's Guide \$24.95, Game Master's Guide \$29.95 THE GIST: What the award-winning Legend of the Five Rings RPG did for Japanese-flavored medieval fantasy, this new offering from the same creators promises to do for swashbuckling high seas adventure. Instead of medieval-era swords-and-sorcery, Seventh Sea players will romp about the later years when frilly coats

and powdered wigs were manly things to wear.

In the new and compelling world of Theah, dueling pirates meet dangerous sorcerers on the high seas, in intrigue-filled courts and among ancient ruins. Lead Developer John Wick offers,

"Yes, there are musketeers, pirates, secret societies, exploration, intrigue, nations at war and everything else that made the 17th and 18th centuries cool." In other words, "Ladyhawke" fans and Scarlet Pimpernel wannabes will be dabbing away the perspiration with scented hankies waiting for this game.

He goes on to explain the flavor of the game as being one of cinema rather than realism. "Seventh Sea is a game system that emphasizes drama, not reality: People don't go to actionadventure movies because they emphasize reality; they go to action-

adventure movies because they're fun." In other words, expect to get away with outlandish acts of heroism and derring-do. Failure to swash your buckle could result in your feathered

hat being confiscated.

Using the "classic" approach to RPGs, there is both a Player's Guide, which is fully oriented towards a character's life and times in the world of Theah, as well as



a separate *Game Master's Guide* chock full of campaigning information and those all-important secrets that give the GM insight into how Theah and the players should interact. Both books are bound in a new fashion John calls "lay-flat binding," which means you can leave the book open to a key page during play without propping it open.

Anyone familiar with Rokugan from *L5R* products knows how much lavish detail and exquisite flavor these guys are capable of. The imagination boggles at what they will do with "musketeers meet monsters and magic." We see a rise in cutlass sales and fencing lessons in the coming months.

# A LONG-EXPECTED PARTY

**CATEGORY:** Collectible Card Game Expansion

FROM: Iron Crown Enterprises

RELEASE: April COST: \$10.00

**THE GIST:** The Middle-earth CCG gets a whole new look and feel with this new series of scenarios and sites to use. Complete with stories and full descriptions of such places as the citadels of the Witch King and Bilbo Baggin's Shire, the game caters to the player who is truly in it for the sheer joy of Tolkien's great works. You play to accomplish a goal, such as protecting the Shire or gathering trinkets and toys for Bilbo's wondrous birthday party—something the more cutthroat tournament players might learn a thing or three from.

# ALTERNITY: THREATS FROM BEYOND

CATEGORY: Roleplaying Supplement

FROM: TSR RELEASE: April COST: \$19.95

THE GIST: Okay, so your Stardrive campaign has gotten into a bit of a rut, eh? Tired of having your heroes chase marauders and pirates across the space lanes? Bored with exploring strange new worlds, blah blah blah? There's nothing like a good old-fashioned alien invasion to spice up the galaxy, that's what we say. This book is full of everything you need to alter the face of your campaign forever, including early-seed rumors of the oncoming threat, details of who's doing what to whom and tips introducing the new alien lifeforms into your game—especially the ones who don't get all friendly when you give them candy and a phone.

# **BABYLON 5 WARS, 2ND EDITION**

CATEGORY: Board Game FROM: Agents of Gaming RELEASE: April

COST: \$49.95

**THE GIST:** You bank into a tight roll, hit the port thrusters for half-a-second, and try to refocus your eyes faster than the Centauri on your tail can adjust. The crosshairs line up and you let loose with flaming hot death. If you have dreams like this on a regular basis, you've been waiting for this boxed set of pure *B5* gaming action. Revised and expanded, it comes complete with everything you need to live out your fantasies of fighting the great battles that plunged Earth, Minbar, Centauri Prime and everyone else into utter chaos. White Stars and Thunderbolts are included, but please remember, they're only miniatures; you can't really get inside them.

# **BACK EAST: NORTH**

CATEGORY: Roleplaying Supplement

FROM: Pinnacle Entertainment

RELEASE: April COST: \$20.00

**THE GIST:** Well, pard, ya'll been wantin' ta know what's what back in the tin-horn lands o' the east. Now you get to find out in this first of a two-book series that unveils the land of the free and the home of the brave in the days of the weird west. The Civil War didn't quite go as expected, and life teeters on the brink between normalcy and wild adventure for those who still call themselves Americans. Magic-driven cars and horse-drawn carriages make for a whole new kind of traffic snarl in the streets of Boston and New York, and you don't even want to think about the new kinds of city crime; you sarsaparilla-drinkin' Yankees don't have the stomach for it.

# **CHILDREN OF THE NIGHT: CREATED**

CATEGORY: Roleplaying Supplement

FROM: TSR RELEASE: May COST: \$18.95

**THE GIST:** No one builds 'em like these anymore. Thirteen unique golems, all created by sorcerous means for nefarious purposes, are set loose with their own stories, powers and goals. Complete with adventures that can be single-shot game sessions or the basis for entire campaigns, the latest in the line of popular guidebooks is great for any *Ravenloft* or *AD&D* game where the dungeon master wants to scare the bu-jeezus out of his players. Forget Frankenstein; these abominations define the dreams of mad scientists and alchemists everywhere.

# DAIKATANA

CATEGORY: Computer Game FROM: Eidos Interactive RELEASE: May

COST: \$49.99

**THE GIST:** Doom. Quake. If you know these names, you know what truly intense action gaming is about, and Daikatana's legacy lies in those names. Quite possibly the most visually stunning and intense game ever done, the story centers on an ancient mystical Japanese sword, time travel, and devils and demons galore. By all accounts, this will be the next huge thing in deathmatch multiplayer gaming. Though single-player detail is impressive this



Darkatana © Edios Inbe

time around, we all know what the real deal is: This could be the multiplayer gore fest we've been waiting for.

DARK LORE

CATEGORY: Board Game FROM: Griffin Games RELEASE: April COST: \$24,99

THE GIST: Don't you hate it when your more "normal" friends drag out Trivial Pursuit, and you get to watch some guy named Pete rattle off the answers to every single question about sports and geography while you look morosely at that one pitiful piece of plastic pie that you got for knowing the one "Star Trek" question and want to throw up? You are avenged, my friends! Covering topics like sci-fi and horror movies, supernatural monsters and magic, and comedic horror, this trivia game will finally make you the party stud and let Pete play the gimp for once... unless of course you're ugly and your momma dresses you funny.

DOOMTOWN: MOUTH OF HELL

**CATEGORY:** Collectible Card Game Expansion

FROM: Five Rings Publishing

RELEASE: May

COST: \$8.99 per starter, \$2.49 per booster

THE GIST: Gomorra gets weirder and nastier vet as 181 new cards are added into the insanity that is Doomtown. Wanna know the deal on the secret motherlode of ghost rock? Well, this set brings it around. Look for new action cards for harrowed dudes, which may tip the scales of the weird west in favor of the damned. Gomorra is not a sane place, after all. And if your lookin' to corral the whole set, six of the new cards can only be found in the starter decks, so get ready to round 'em up the hard way.

# DRAGONLANCE 15TH **ANNIVERSARY COLLECTION**

CATEGORY: Roleplaying Game

FROM: TSR RELEASE: May COST: \$25.95

THE GIST: A decade and a half have passed since Margaret Weis and

Tracy Hickman made "gaming novels" cool with their first blockbuster "Dragonlance Chronicles" trilogy. News of their return to the lands of Krynn has AD&D and fantasy fans drooling worldwide. This all-new look at the original world and game material lets you recreate the adventures of Tanis, Sturm, and Raistlin or ride along side these legends with your own new characters. Only you, the dungeon master and fate can decide what will happen to you in Krynn, the land where dragons roam and gods dabble in the lives of mortals. Both SAGA and AD&D Second Edition rules are supported this time around.

# **DUNGEONS & DRAGONS GAME**

CATEGORY: Roleplaying Game

FROM: TSR RELEASE: April **COST: \$9.95** 

THE GIST: In the beginning, there was nothing. The tables were bare of dice, chips and scribbled notes of prophecy, and no players sat on the edge of their seats awaiting the next words of their game master. Then, there was Dungeons & Dragons, and all was good and right with the world. Over a quarter of a century later, the most popular RPG of them all is back and better than ever, looking to get its dragon claws into a whole new generation of gamers. TSR returns to its roots with a completely revised version of the game that started the coolest hobby known to man, with a 32-page rulebook to ease the anxious newbie into the basics, and a 32-page adventure book to get that wet-behind-the-ears GM up and running. Heck, even the dice are included! What more could you want?

# **LEGEND OF THE FIVE RINGS:** PEARL EDITION

**CATEGORY:** Collectible Card Game FROM: Five Rings Publishing

RELEASE: May

COST: \$8.99 per starter, \$2.99 per booster

THE GIST: The best games get better with age, and the L5R CCG is a prime example. A fantastic starting point for new players as well as a real opportunity for collectors, this edition-not expansion, mind you, but edition-features a ton of old favorites plus 12 all-new cards, revised borders to boost collectability, and a nifty-keen honor spinner to add that touch of class and make all the wannabes qo "oooh." IQ's choice for 1998's designer of the year, Dave Williams, is behind this set, ensuring it as a must-have for all fans and an ideal sealed-deck set. If you do not buy these cards, they will be dishonored and messy seppuku will follow.

MAGIC: THE GATHERING CLASSIC

page 38.



# **MARVEL SUPERHEROES: FANTASTIC VOYAGES**

**CATEGORY:** Roleplaying Supplement

FROM: TSR RELEASE: April **COST: \$8.95** 

THE GIST: It's not called the "World's Greatest Comics Magazine" for nothing! Live the life of the Thing, the Human Torch, the Invisible Woman and the iggly-wiggly Mister Fantastic. Or alternately, you can take on their arch-foes with your own characters, testing their fortitude against the forces the Fantastic Four have faced (Stan Lee, eat your heart out). Either way, this collection of stories and adventures features some of the deadliest and coolest villains in Marvel history, including the skrulls, the world-eater Galactus, the Frightful Four, and, of course, the unconquerable Doctor Doom. Make yours Marvel! Excelsior!

# **PRINCE OF PERSIA 3D**

**CATEGORY:** Computer Game

FROM: Broderbund RELEASE: May **COST: \$49.95** 

THE GIST: In 1989, a cool hybrid of action and adventure was created with the release of the wondrous and exotic Prince of Persia, and now, those adventures have moved on to a whole new level of intensity. With bleeding-edge 3D graphics and animation, this one promises to leave you breathless as you fight, leap and explore your way through a fantastic vision of 12th-century Persia. Combining coordination, reflexes, and logical thinking, this is one game for the true connoisseur. Grab your camel and your magic lamp and hang on for the ride of your life.

# THE THOUSAND HELLS

CATEGORY: Roleplaying Supplement

FROM: White Wolf Studios

RELEASE: May **COST: \$17.95** 

THE GIST: Remember that scene in the classic "Big Trouble in Little China" where Wang tells Jack about the Thousand Hells of the



Chinese as they're about to drown in the elevator? Welcome to the real thing, bucko! The nightmare continues for the Western supernaturals as they are exposed to the frightening, twisted unreality that makes up the other world of the East. The Yama kings, their akuma and just where the Eastern Demons fit into everything is explained, and the coming of the Demon Emperor of the Sixth Age makes this a vital book to the cosmology of the "Kindred of the East" line.



# TRINITY: STELLAR FRONTIER

**CATEGORY:** Roleplaying Supplement

FROM: White Wolf Studios

RELEASE: May COST: \$19.95

THE GIST: In the blink of an eye, they carried humanity across the cosmos and expanded Earth's presence in the universe. But one day, they simply vanished, leaving the extra-solar colonies stranded and Earth foundering without a means to reach across the stars. They are the Upeo wa Macho, and they are back with a vengeance. Everything you want to know about this mysterious psionic order is revealed, including why they left and what brought them backincluding the terrible threat heralded by their return.

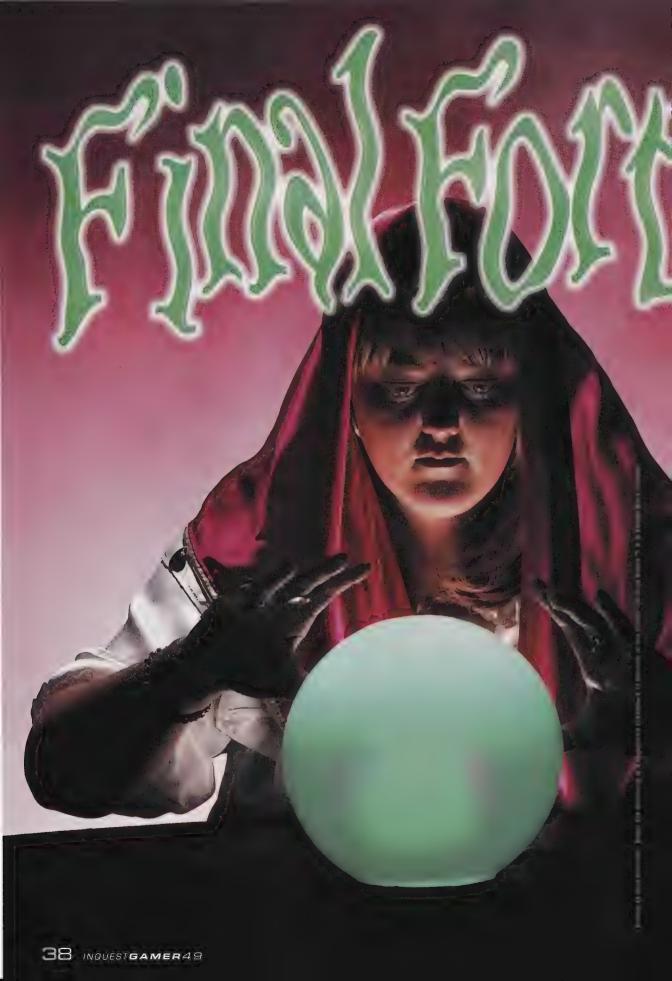
# **WRAITH: THE GREAT WAR**

CATEGORY: Roleplaying Game FROM: White Wolf Studios

RELEASE: May **COST: \$25.95** 

THE GIST: Ghostly dogfights in ethereal biplanes over the realm of the dead? Only White Wolf could bring you something like this. As the world is plunged into "The War to End All Wars," so too are the Shadowlands sliding into a civil war that threatens to destroy everything that Oblivion could not. The greatest wraith of all. Charon, has gone missing, and the massive amount of death in the trenches of Europe has stirred the afterworld into a frenzy of catastrophic proportions. Like Vampire: The Dark Ages before it, Wraith: The Great War provides an alternate setting for your favorite World of Darkness game.

Although he lives back east. Sean Patrick Fannun plans on taking a funtastic v. vage ochrist the Seventh Sea to visit the Prince of Persia where he'll enjoy a long-expected party





# The future of Magic is the new Classic Edition. You'll never play the game the same way again.

η o you thought Hammer of Bogardan was a relic of the past? Think again. The most powerful graveyard card of all time is coming back unchanged in Magic's next set.

Did we massage a Ouija Board for that nugget of info, or swirl up our crystal balls? Nah, we went to the source, Wizards of the Coast (WotC), and asked them what was in store for Magic's future. In late April, WotC will release the sixth edition of its basic card set; entitled Classic Edition, this new set will shake up Magic like none before it, changing some of the core spells and creatures, even the way we play the game, in an effort to streamline Magic's rules system. For a future forecast on Classic Edition and some of Magic's other end-of-the-century products, break out your own Tarot cards or you can just read on a little further...

### Classic Edition

Hammer of Bogardan is in. Necropotence is out. The core Magic cards, which almost all tourneys revolve around, are changing big time. According to Classic Edition lead designer Bill Rose, "Classic Edition is supposed to shake up the tournament environment. We tried to bring back cards we thought were popular. Hammer of Bogardan seemed like a natural. I don't think it's too strong, but it's good and people like it." When asked why Necropotence was removed, he explains, "When good cards come in, good cards have to go-the top 100 can only have 100 cards! We intentionally try to change the environment so the same decks don't always win... Necro will come back. Not this year and probably not next year, but some day Necro will come back."

### What's Out

Fifth Edition had 429 cards in it, but Classic Edition is only going to have 330 (plus basic land). Since new cards rotated in from Alliances and the Mirage block (plus a few commons and uncommons from Tempest) make up 50 percent of Classic Edition, that means a lot of Fifth Edition cards had to go. Rose explains that "some cards were easy to cut." For example, nobody is going to miss Hipparion and Reef Pirates. Ditto for Helm of Chatzuk, Ironroot Treefolk or Shield Bearer, A lot of the weaker card "chaff" from Fifth Edition is gone.

Many more got the ax because they use a game mechanic that is only being supported in Expert-level sets. Since Classic Edition is an Advanced-level product, it is intended to be an intermediate step between Starter-level products like Portal and Expert-level sets like Tempest and Urza's Legacy. That means the set's designers tried not to put anything into Classic Edition that might confuse new players. Thus, Benalish Hero and all the other creatures with Banding got cut. They also removed all creatures with Protection from Color. That means no White Knight, Black Knight, Whirling Dervish, Sea Sprite, Knight of Stromgald or Order of the White Shield.

by Randy Buehler and the IQ Gamer staff

# 1.017 MAGIC CARDS

hat many or more cards will be released throughout the rest of the year for Magic's upcoming '99 projects. Let's take a look at the calendar over the next year:

### JUNE: URZA'S DESTINY

The conclusion to the Urza's trilogy sees our heroic planeswalker struggle across Dominaria and finally put an end to the Phyrexian invasion. In addition to developing the echo and cycling mechanics, Destiny expands on "leaves play" effects and presents us with another four preconstructed decks, "Battle Surge" controls the environment with stalling tactics to stymie your opponent while you use surprise, "without summoning sickness" creatures to attack. Blue creatures are nigh unstoppable when powerful enchantments are played on them in the "Enchanter" deck. "Assassin" employs a swarm of black weenies, discard effects and creature elimination to kill everything in sight. Finally, "Fiendish Nature" relies on quick mana sources to call upon big green monstrosities faster and sneaks in a little black for graveyard manipulation.

### JULY: MAGIC: THE GATHERING STARTER

Portal has been fairly well received as a way to learn the

game, but it's being phased out in favor of Magic: The Gathering Starter. It's basically the same thing, just with a friendlier name, and should do just as good a job of teaching beginners the basics.

### **OCTOBER: ARCHIMEDES**

It's not the real name of the next standalone Magic set; Archimedes is just the code name they're using. Now, in real life, Archimedes was a Greek physicist who messed around with gravity and invented the lever. Maybe there will be real cool gravity tricks in this one. Or maybe it's named after that stupid owl in "Clash of the Titans," so expect cards like It's For The Birds and Nocturnal Barndweller. We can't wait to tear open some booster packs and get our hands on those hoo-ters.

### FALL: MAGIC: THE GATHERING CD-ROW ENCYCLOPEDIA

All the Magic cards on one CD-ROM? Yep, the Magic Encyclopedia has that and more: complete card lists; comprehensive deck-building and deck-analysis features: up-to-date errata, card text changes and rule additions. Plus, you can savor all the actual cards-Serra Angel, Juzam Djinn, Jester's Cap, etc.— in full-color glory.

Trample's out too. So War Mammoth is gone, but they still printed Argothian Swine and Child of Gaea in Urza's Saga, and WotC will continue to print tramplers in the future, just not in the basic set. "There are enough cards that we can make Classic Edition both simple and powerful," says Rose. Poison is another mechanic that you won't find in Classic Edition. Good-bye Pit Scorpion.

Some individual cards were deemed too complicated for an intermediate-level set. You and I may understand Magical Hack and Dark Ritual just fine, but for beginners or players who don't read up on the latest rulings, these cards can cause confusion. The rule about how to cast Dark Ritual has changed three times in the last two years! This philosophy helps explain why Incinerate is out and Shock has replaced it in Classic.

Even removing all these cards, the design team still had a lot to cut, so a bunch of cards got caught in a "numbers crunch." Force Spike and Murk Dwellers, for example, are perfectly reasonable cards, but they only had room for so many commons of each color.

### What's In

In order to figure out what cards should be put into Classic Edition, the designers took a look at all the lists from the top eight decks at last year's regional championships. They knew that Classic Edition would make up around 20 percent of the pool of legal cards in Standard tournaments, so they calculated the 100 most played cards from Regionals' top decks and put 20 of them in the set.

In the days when dinosaurs walked the Earth and Enik the good Sleestack was lusting after Holly, Magic cards were just rocks.

InQuest Gamer Presents: A Completely Unreliable History of

WHAT'S THE DEAL WITH DARYL THIS GAG HANNAH AS A HOT WOULD BE FUNNIER BLONDE NEANDERTHAL? IF WE WERE ON THAT MAKES KHER RIDGE. SENSE.



Look for popular tournament cards like Chill, Uktabi Orangutan and Hammer of Bogardan to resurface at Standard tournaments in the near future. Also look for River Boa and Pillage—they're getting rotated in too. A number of the popular tournament cards from Fifth Edition remain in Classic. Armageddon isn't leaving, and neither is Earthquake or Llanowar Elf.

There are, of course, lots of old classics and basic, staple cards in *Classic Edition*. Giant Growth, Bog Wraith and Prodigal Sorcerer are all in and "probably always will be." Disenchant, Counterspell, Drudge Skeleton and Elvish Archers also make return appearances. Some new classics like Shock and Pacifism are in *Classic Edition* and will probably stay in the basic set for many years to come.

A few older cards that have probably been gathering dust in your closet are also making their return. Mana Short is back along with Obsianus Golem and Fire Elemental. Multiplayer players will be happy to know than Syphon Soul is being brought out of retirement too.

Finally, a lot of "first chancers" from Alliances and the Mirage block got rotated in. Creeping Mold is in Classic Edition. So are Volcanic Dragon, Celestial Dawn and Final Fortune. Infernal Contract is in, though it may not be as powerful without Cadaverous Bloom or Squandered Resources to go with it. The artifact-orland-destroying Pillage is also in and might allow red decks to return to a more control form like the old-school Sligh decks.

MAY1888 41



# FUTURE IMPERFECT

here have been a lot of future plans for Magic in the past that never quite worked out. Here are some of the most infamous:

> · Magic Dead in '94: Did you know that Ice Age was originally going to be a different game, possibly with different card backs, and that "The Gathering" was going to be phased out? The idea was to retire the basic set and repeat as much as 50 percent of it in Ice Age, which would then be the only game in town. Public outcry stopped this plan.

• Different Colored Backs: The first Magic expansion set came close to having different colored backs. Arabian Nights was always intended to blend in with Beta, but WotC thought people might want to know which expansion sets their opponents were playing with. Can you imagine if every expansion set had different backs? All you'd have to do is look at the top of your deck and you could probably figure out what card you'd be drawing. Common sense won out and the Arabian Nights card backs were changed to match Beta.

- · Poison...Bad! Urza's Saga was almost loaded with poison creatures, but the designers decided that the cards weren't up to their normal high standards of quality, so they axed them all.
- · All-time Worst Magic Card: Another card that didn't quite measure up to the design team's high standards was the Jinxed Brooch. This card almost appeared in Exodus and was designed to combo with Jinxed Idol and Jinxed Ring. Jinxed Brooch would require your opponent to sacrifice a non-Jinxed permanent whenever he took damage during his upkeep. However, without the combo, Jinxed Brooch was "possibly the worst card in Magic," says Rose, and so they scrapped it.

# Rules Changes

The biggest impact of Classic Edition will probably not come from the changes to the card pool, but instead from the rules changes that accompany it. Lots of people have complained that the rules have gotten too complicated, what with all the rulings and errata that have come out in recent years. All those patches (not to mention a couple of literally unanswerable questions) are evidence of a problem. "The basic structure of the rules was beginning to break down," explains Rose. "We felt it was better to have a little pain now so we'll have a rules system that will last and Magic can become a classic game like chess or Go."

Here are some of the bigger rules changes and some examples to help ease you into the new Magic:

• Combat: It sees the biggest changes. First of all, tapped blockers do damage. It will no longer do you any good to tap your opponent's creature after he declares it as a blocker. While this makes tap effects like Jolt and Master Decoy a little bit weaker, any creature with a creature ability that requires you to tap it is better.

Example: A 1/1 Prodigal Sorcerer can single-handedly take down a 2/2 by blocking it and then shooting it. The 1/1 Angelic Page can also take down a 2/2 by pumping itself up before damage is dealt.

• Damage Prevention: Combat damage works differently now too. There used to be a really complicated series of damage prevention steps, but now damage prevention spells work like anything else—you cast them in response to whatever damage you want to prevent.

Example #1: If I block your 2/2 Grizzly Bears with my 2/2 Pearled Unicorn, they deal two damage to each other and then I can respond to this damage by adding a Healing Salve to the stack. When my Healing Salve resolves it creates a three-point damage "shield" around my creature. The shield will prevent the next three points of damage dealt to my Unicorn until the end of the turn.

Example #2: If my 4/4 Serra Angel is blocking your 4/4 Sengir Vampire I can let the creatures deal damage to each other and then cast Unsummon on my Angel. Since Serra already dealt her damage, your Vampire will still die. However, my Unsummon means Serra isn't around to receive the four points from the Vampire.

• Death at Zero: Remember all those annoying Pros-Bloom decks that would cast Vampiric Tutor and Infernal Contract until they were at zero life? Sometimes they'd even drop down to negative 10! However, one big Drain Life later they were at a positive life total but you were dead. That never did seem fair and now the rules agree with you. As soon as you hit zero, that's it—start shuffling.

Cowboys later showed up and paved the way for Clint Eastwood to make a living.

The roaring '20s saw somebody write The Great Gatsby and post-impressionist art was all the rage. The '60s were an age of peace, love and the ready availability of hallucinogenic drugs.







**Example:** My opponent's got a slew of cards in his hand, but is only at two life. Trying to stay alive, he attempts to cast Gerrard's Wisdom and gain two life for each card in his hand. In response, I Shock him for two points. He dies before the Gerrard's Wisdom resolves.

 Comes into Play Abilities: You can now respond to comes-intoplay abilities with any sort of fast effect, so, for example, after an Uktabi Orangutan comes into play and an artifact is targeted for destruction, you can respond by using that artifact (or doing any other fast action).

**Example:** A Bone Shredder enters play and targets my Frenetic Efreet with its creature-elimination ability. I can then flip a coin to see if my Frenetic Efreet phases out and escapes destruction.

• No More Interrupts: Counterspell, Dismiss and all the other spells that used to be interrupts are now just instants that can target spells. There wasn't any real reason to have a whole separate class of spells and a whole set of timing rules devoted just to permission, so WotC got rid of it.

Example: Power Sink just got weaker, since the guy getting Sunk can still use his mana to cast instants before the Sink resolves. The buyback Forbid also takes a hit, since your opponent can now respond with instants before the Forbid comes back into your hand.

• The Unified Stack: The biggest change that comes from the new, unified "stack" is that you can now do something after a stack starts to resolve. Let's say your opponent casts Armageddon and you don't have a Counterspell. You can cast Impulse and go look-

longer too late to use that card to counter the initial Armageddon.

Example: Your opponent casts Armageddon; in response, he sacrifices all his lands to a Zuran Orb to gain life for the "soon to be destroyed" lands. As the last land is sacked to the Orb, you respond by Countering the Armageddon. Your land is safe; your

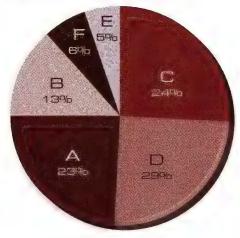
ing for one. Once the Impulse resolves and you pick a card, it's no

These rules changes may sound complicated or counter-intuitive, but that's the way it's always going to be with something different. With all of *Magic* getting a facelift come April, why don't you check out the new look yourself and see what you think. As Bill Rose puts it, "Classic Edition rules may seem complicated, but it would take twice as much room to explain how things work under Fifth Edition rules."

If you want to read more of Randy's thoughts on Classic Edition, pick up a copy of the Official Classic Sixth Edition Game Strategy Guide, due out at bookstores in May.

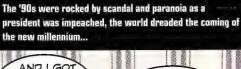
# **MAGIC: THE NEXT CENTURY**

# What would you like to see as the next big *Magic* property?



- A. Online Game
- B. Cartoon
- C. Movie
- D. Roleplaying Game
- E. Theme Park
- F. Other

Everybody wants something different... And there're enough everybodies to support just about anything related to Magic. Voters were pretty evenly split between an Ultima Online-like game and a movie, with a Magic RPG narrowly winning out. In the "Other" category, everything from Mortal Kombat-type video games with creatures, to breakfast cereals—"They're always after my Urza's Charms"—to behind-the-scenes videos on the Magic design team. However, we're betting around here that the mana symbol-embossed dog collar and leash probably won't make it past the approval stage.-



opponent's isn't.





# THE ENPEROR'S HAND

InQuest Gamer reveals the top 10 Star Wars CCG cards



Stormtroopers were the Emperor's undoing. If they hadn't been so inept, they would have captured Luke long before he became a Jedi and they certainly wouldn't have been overrun by a bunch of midget wookie-wannabes. Of course, this is no news to veteran Star Wars CCG players. If you want to obliterate your foes, you need the best of the best—and the men in white ain't it. So which cards should the Emperor have recruited if he didn't want to get the shaft?

We scoured through mounds of Star Wars cards—1,573 different ones to be exact—to pull the 10 best. But if you think the likes of Luke Skywalker and Boba Fett made the list, it is you who are mistaken about a great many things. Our list is based on more than just name recognition; they're judged on criteria like playability, power and usefulness in a wide variety of decks. Some cards may be considered better than another in some areas but have been left off the list due to one or more restrictions. Yoda, for instance, may have made the list for his usefulness and high ability, but got left off due to his lack of power and deployment restriction.

# by Jerry Fredricks



# **CHIDDEN BASE**

Easily the best objective in the game, now that operatives have been errata'd, Hidden Base turns good Light space decks into great Light space decks. The front side of the objective allows you to deploy one system per turn from your reserve deck, speeding any space deck up substantially. Once flipped, it creates a Force denial situation by demanding that your opponent spend one Force before drawing a card. As if that weren't enough, you can also cancel two of your opponent's Force drains each turn.

Hidden Base is a strong card, but it's limited to certain kinds of decks. Also, a well-prepared opponent will know what to expect from one of these decks and will be ready to cancel your objective by probing at opportune times.

# **UNDERCOVER**

This potent effect an be deployed on any of your spies at a site. While Undercover, your spy cannot be battled or targeted by weapons in a battle, and most importantly, this effect prevents your opponent from Force draining at that site. Is your opponent draining you for four or five at a site where Vader, Tarkin and a whole crew of Imperials are present? One spy with an Undercover takes care of the problem without throwing half your deck at your opponent's horde.

This effect complements other strategies, making it more versatile than Hidden Base. It's one of the top cards in the game because you don't have to change your basic deck strategy, but you do need to find room for both the spies and the Undercovers. Also, it does little against all-space decks other than supply a five-destiny.





# GRIMTAASH/MONNOK

The ultimate counter for any deck type that uses multiples of key cards, Monnok and Grimtaash allow you to eliminate any duplicates in your opponent's hand for a measly four Force. Both interrupts can also be used to force your opponent to discard down to eight cards if he has 13 or more. However, these days most players take precautions against Grimtaash/Monnok during deck construction, making it less useful than it was a year ago.



# **EXECUTOR**

Without a doubt, the Executor offers the biggest impact of any single card in the game. A whopping 12 power and immunity to attrition less than 12 make it a menace even when it's alone. Add one pilot to it for a destiny draw, and this beauty can control the system of your choice. It is only limited by its high deploy cost.



# NABRUN LEIDS/

The ultimate transport card, Nabrun and Elis allow you to transport your characters to practically anywhere on the table at any time. They are best used to move a huge fighting force from a good Force drain site to any other site where your opponent can be easily beaten to death. Card for card, Nabrun and Elis will do much more damage than Grimtaash and Monnok, allowing you to control when and where a crushing battle takes place.



# SENSE

There are 379 interrupts in the gamemore than any other card type—and Sense cancels all but 17 of them. This ultimate interrupt is a staple in every Star Wars deck, despite several magic bullet cards that have tried to limit its usefulness. In a control-oriented game, the player who wins the Sense/Alter wars is almost assured of victory.



# MILLENNIUM FALGON

The best starfighter in the game has it all: great hyperspeed, potential immunity to attrition and a boatload of interrupts and effects that make it better. Even ground-based Light decks would be wise to include this card in case a little firepower is needed in space. Load up the Falcon with Captain Han Solo and Chewbacca to get two destiny draws and control of your choice of one of your opponent's systems. However, most decks are ground-based, which limits the Falcon's usefulness at times.



# OBI-WAN KENOBI

What's not to love about the old man? He's one of three characters with an ability of six or higher-perfect for all those Sensesand one of five characters with a power of five or better. He's immune to attrition less than five, and his ability to send characters away is awesome. Most importantly, he gets to use the potent Obi-Wan's Lightsaber to cleave through opponents.



# HAN WITH HEAVY BLASTER PISTOL

Since the Enhanced Premiere set offered up this Light side gem, players have used one word to describe this card—"broken." The frosty Han has card economy like no other card in the game. He's got great power for deploy cost and a built-in weapon. He can pilot the Millennium Falcon as well as Captain Han. He's got the ability to draw extra battle destiny when hanging out with Luke or Chewbacca. Most importantly, he can deploy anywhere. He doesn't have immunity to attrition, but then, neither do the other versions of Han.

Han beats Obi-Wan out for the number two spot because of his versatility, adding the piloting skill and built-in weapon the old man lacks. With no drawbacks to speak of, there's only one reason Han isn't numero uno; his outfit doesn't include a black cape and weird-ass helmet.





The moment Vader is deployed, he changes the entire scope of the game. With a power of six and immunity to attrition less than five, he can go anywhere he wants to go. His ability to add one to each battle destiny drawn guarantees you never drawing a zero and makes your opponent's immunity to attrition that much easier to overcome. Best of all, Vader comes in more than one flavor: the Dark Lord Of The Sith from Special Edition has the ability to choke Light characters in a battle, and Vader with Lightsaber gives the Dark player an easy way to Hunt Down And Destroy The Jedi. He also has six ability, and Vader's Lightsaber makes him a Force draining machine. What more could you ask for?

Jerry Fredricks plans to use the Jedi mind trick to get into "The Phantom Menace" on opening day.

# Phantom EXPANSION



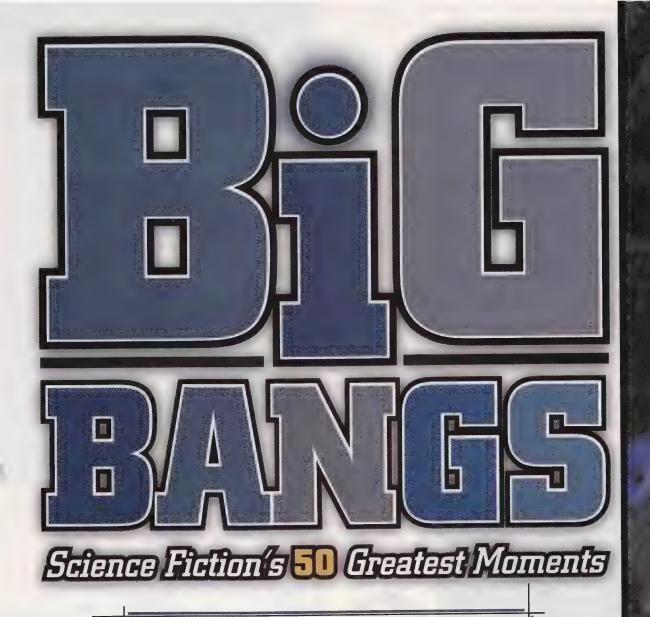
MAIL SNOPPING Since the new prequel game isn't going to be out for months, we'd love to see Decipher put out a few of the more popular "Phantom" characters as Star Wars CCG cards. Kinda like this one.

ou probably know by now that Decipher has obtained the "Phantom Menace" license, and with it, the right to produce any number of products based on the characters and events in "Episode One." A starter-level product named Young Jedi has been announced, but mum's the word on how the advanced game will work. If we were working on developing the prequel game, here are some of the things we'd be sure to include:

### . COMPATIBILITY WITH THE EXISTING STAR

WARS CCG. We can't stress this one enough. Who wouldn't want the opportunity to have Darth Vader take on young Anakin Skywalker or have Jar Jar Binks and Chewie hang side by side so they can compare notes on being lovable sidekicks?

- MORE THAN ONE VICTORY CONDITION. The only
  way to win in Star Wars is to run your opponent
  out of cards. While it's still an original victory
  conditions, it would be nice to have others. For
  example, maybe a Trade Federation player could
  win by economic domination.
- POLITICAL ACTIONS OR VOTES. Since the Jedi Council and the Senate are important parts of "The Phantom Menace," why not create card types or mechanics similar to Babylon 5's voting or Vampire's political actions? It should be just as important in the prequel game to control the politics of the table as it is to control the characters.
- LOTS AND LOTS OF JEDI. Lots and lots of lightsabers. Most importantly, a way for Jedi to initiate duels without requiring specific cards.



"Soylent Green is made from. . p-e-o-p-l-e!" The Tyrannosaurus Rex first stomping onto the scene in "Jurassic Park." As science fiction buffs we remember these scenes more fondly than our first kiss, our first job—which we're actually trying to forget—or graduation day. And remember when the "Independence Day" aliens blew up the White House? Certainly among the coolest sci-fi moments.

Sounds like the makings for another great article. And you know how we at IQ Gamer love lists. For this one, we polled our writers, friends and the hard-core aficionados who visited our web site to come up with the 50 most memorable science fiction film and TV moments ever. Yes, ever! Don't argue, just read.

By Charlene Brusso, Matthew Saunders and the 10 Gamer staff



# WHITE HOUSE

Independence Day

The president of the United States barely makes it onto Air Force One before a massive blast from an alien ship hovering above the White House disintegrates the embodiment of American democracy. These aliens have arrived by the thousands, and their immense flying saucers have stationed themselves around key world cities. They mean business, and it's all-out war for humanity's survival.

# VISITORS EAT RATS

TV reporter Mike Donovan nearly wets himself after sneaking aboard a mothership and discovering Visitor leaders Steven and Diana stretching wide their seemingly human jaws to gulp down a pair of live rodents-as well as laying out their invasion plans. Aliens from a dying world, the Visitors proclaimed that they had come to Earth seeking to share the planet's abundant resources, in exchange for sharing their technology and knowledge.

# **D**FIRST BOOK BURNING

Fahrenheit 451

In a totalitarian future, firemen still serve and protect society. And when the alarm sounds, the dedicated public servants race off in their red fire engine to save lives. Sirens wailing, the firemen quickly speed to the endangered home, arriving just seconds after its owner flees. But rather than pulling water hoses from their truck, the firemen hurriedly gather a stash of hidden books and dump them on a

portable grill. Sworn to protect the social intellect, fireman Montag steps forward, turns on his flame thrower and torches the illegal books.

# SNAKE DESTROYS SPEECH

Escape from New York Manhattan's been turned into the maximum security prison for the entire country. But things get complicated when the president crashes there. With only 24 hours before

the president must deliver a crucial tape of information to a peace summit, disgraced war-hero "Snake" Plissken is recruited to rescue him. However, when the president proves ungrateful after his rescue, Snake secretly switches tapes and rebelliously destroys the president's.

# MAN OF STEEL'S 🛂 FIRST APPEARANCE

Superman: The Movie

Lois is in trouble! And when Lois is in trouble, can Superman be far away? It's a classic moment as goofy Clark Kent looks quizzically at the exposed public telephone, as if wondering where the booth that goes with it has gone. But an alley will serve as well as a phone booth for a quick change, and with an "Excuse me" to the man admiring his cape, Superman appears to save the day; in the nick of time as always, he catches the plummeting Lois and-after a moment of panic and astonishment from the crowd below—the helicopter that followed her.



future. What he finds are young, blonde humans, leading lives of total serenity. Something doesn't feel right about these "Eloi," though—a suspicion confirmed when they lead him to their "library." After he pulls a book from a shelf and opens it, it falls to powder in his hands. Unfortunately, they no longer have need of such knowledge.

# OUILLA ON THE MENU

A Boy and His Dog

Vic and his telepathic canine sidekick Blood travel across a post-nuked America with no greater goal than survival. But then Vic meets a girl, Quilla June, who takes him to an underground community. Blood stays on the surface, while Vic goes below, and life seems gooduntil he realizes they only want him to replenish their gene pool. Vic escapes back to the surface with Quilla following and finds Blood starving to death. Pragmatic Vic kills Quilla... followed by a scene with Vic and his best friend chowing down beside a roaring fire.

# **ALIVE!**"

Frankenstein

An operating table holding the doctor's patchwork man ascends toward the lightning storm amid declarations of his own insanity, declarations that reach a crescendo of madness amidst the thunder. With the first twitch of life in his new man. Dr. Frankenstein realizes what it is to be God... and can't handle the power.

# **HANDSHAKE SHOWS** CATASTROPHIC FUTURE

The Dead Zone

When regular guy Johnny Smith shakes hands with visiting politician Greg Stillson, he sees flashes of the future: a terrible future of global war perpetuated by the deranged president of the United States-



# COUTSIDE THE PLEASURE DOME

Logan's Run

Escaping his pursuers, Logan's unprepared for what he finds when he finally gets outside the dome citya long-abandoned and forgotten Washington D.C., lying in ruins and overgrown with vegetation. It turns out Logan's hedonistic 23rd century society where people pursue promiscuous, pleasure-filled lives is all that's left of America.

# | MANKIND'S KNOWLEDGE TURNS TO DUST

The Time Machine (1960)

After a scientist from turn-of-thecentury England constructs a time machine, he uses it to visit the



Stillson! Smith awoke with the power to see the future of things he touches after emerging from a five-year coma. Now, armed with this power, he most stop Stillson, or the world will die by fire.

# DISEMBODIED THING LIVES

The Thing (1982)

A team of scientists in the Antarctic discover what seems to be a space ship frozen in the ice and accidentally release a murderous alien capable of shapechanging to look like any kind of animal... or human. After several of a second research team die violently, the survivors corner "The Thing" and decapitate it-only to find out just how unstoppable it is as the disembodied head sprouts skinny spider's legs and scuttles away.

# SAUCER RISES **IFROM ANTARCTICA**

The X-Files: Fight the Future

Confirmation of the truth behind U.F.O.s has remained ever elusive for the duountil now. When Scully's abducted, Mulder tracks her to a secret government facility buried beneath the Antarctic's icefields. He finds her, but the pair are chased back to the surface by alien guards. As the agents get clear of the installation, the ground begin to rumble, and the facility slowly rises into the air, revealing itself to be the mother of all flying saucers.

# **TENTACLE MIMICS D**HUMAN FACES

The Abyss

An undersea oil rig and its crew are recruited by the Navy to recover a sunken nuclear submarine. Backing up a no-nonsense team of Navy SEALs, the rigger crew finds more than they bargained for-alien and mysterious glowing creatures. The humans learn the aliens are just as curious about them when a watery tentacle enters the rig. The humans meet the alien tentacle face-to-face and watch as the tentacle's tip mimics their faces.

# BLOOD CELLS ATTACK SHIP

Fantastic Voyage

To save a dying scientist, a crack medical team and a mini-sub are miniaturized and injected into the scientist's bloodstream, where they must journey to the brain to destroy a bloodclot. After surviving dangerous whirlpools while passing through the heart, the team is attacked by hostile white blood cells, which see the sub as a foreign entity which must be destroyed. The big, blobby leukocytes engulf the ship and foul its propulsion system, forcing the team to leave the sub and fight them handto-hand.

# BERSERK BIKER MEETS SEMI-TRUCK

Mad Max

As one of a dying breed of highway patrol cops in a post-apocalyptic future, Max has

his work cut out for him. His archnemisis Toecutter leads a psycho biker gang that terrorizes the roadways and murders Max's partner and family. This makes Max mad, and he decides it's time for some payback. He reserves the ultimate justice for Toecutter who, during a highspeed chase, crests a hill and smacks head-on into a semi.

# 35ROBOCOP **AWAY DICK JONES**

Robocop

In near-future Detroit, a dead police officer finds himself resurrected as a prototype police cyborg. "Robocop" tracks down his killer—Dick Jones, a leading official of the company that runs the police department and built him. When Robocop confronts the criminal in front of the company

bosses, the cyborg is powerless to do anything, as Jones had him programmed never to harm any employee of the company. Helpless, that is, until the company's director fires Jones, instantly allowing the cyborg to blast Jones and send him plummeting stories to his death.

# DEATH OF DEEP THROAT

The X-Files, "The Erlenmeyer Flask"

F.B.I. agent Fox Mulder can trust no one except for Deep Throat. A well-connected government official with ties to the secret figures behind the U.F.O. conspiracy, he has emerged from the shadows to aid Mulder. But when Deep Throat leads Fox and his partner to a clandestine facility housing alien embryos, he's gone too far; his associates qun him down in front of the stunned federal agents. And with him dies the truth.

# TCREATURE HITS - FORCE FIELD

Forbidden Planet

Sent to investigate the status of a deep space colony. Commander Adams' space cruiser lands on Altair-4. Adams and his crew are greeted by Dr. Morbius and his daughter, the only survivors of an invisible monster's attack years before. When the creature returns and begins slaughtering Adams' crew, they erect forcefields around the ship. But they quickly realize the shields are useless when the roaring creature's gigantic body, begins slamming into the shields and shrugging off dozens of laser blasts.



# 2BATTY SAVES DECKARD

Blade Runner

Deckard was hired to hunt down rogue replicants, androids who'd gone into hiding on Earth; now, he's down to the last and most dangerous, Batty. But the murderous machine has turned the tables on the cop and cornered him in a derelict building. As



destine mission to sabotage an illegal Cardassian bomb. As a prisoner he becomes the subject of intense torture by Gul Madred. Madred tries to break the Federation officer by making him admit he sees five lights when there are only four. Just before he's freed. Picard finally breaks andalthough he doesn't actually admit it until he's back aboard the Enterprise-really sees five lights.

Deckard dangles from a ledge what seems like miles above the street, Batty chooses to pull his tormentor to safety. "Quite an experience to live in fear, isn't it? That's what it's like to be a slave." Batty has proved himself to be more human than Deckard, despite his artificial soul.

# SURROUNDED IN THE DESERT

Day of the Triffids

The brilliant glow of a falling meteor blinds every human who sees it. Those who aren't left blind soon discover the meteor's light has activated some mysterious space spores, which grow into giant, man-eating, walking plants called Triffids. A small group of sighted people set off to find a safe place. However, one morning, they wake to find the hum of the electrical fence guarding their complex has attracted every triffid in the area. Trapped, the terrified humans must figure out a way to escape the sea of triffids which ranges as far as the eye can see.

# DOOMSDAY SUR-VIVOR'S GLASSES BREAK

The Twilight Zone, "Time Enough at Last"

When Henry Bemis accidentally survives a nuclear war while reading in the bank vault during his lunch break, he discovers he's finally free from his wife and boss' disdainful nagging. Not unhappy about recent events, he begins gleefully stockpiling books from the library's ruins. But just as Bemis settles down to read his first one, his glasses slip off his nose and shatter, trapping him in a blurry world forever.

# n Picard Sees FIVE LIGHTS

Star Trek: The Next Generation, "Chain of Command, part II" Captain Picard is captured during a clan-

# 📆 SUPERMAN CRUSHES ZOD'S HAND

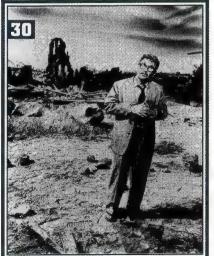
Superman II

Zod is the leader of three Kryptonian supercriminals, with powers just like Superman's. They force the man of steel into a machine which will remove his powers; however, Superman has pulled a switch. When the lights go on, he is protected inside the crystal chamber while the powers are stolen from the criminals. Unknowingly, Zod orders Superman to kneel and take his hand... which he does, much to the painful surprise of the evil general, as Supes crushes it easily.

# "KLAATU BARADA NIKTO"

The Day the Earth Stood Still

At the height of the Cold War, a mysterious spaceship carrying Klaatu and his 8-foot tall robot sidekick Gort lands in the middle of Washington, D.C. Klaatu is wounded by a trigger-happy soldier and taken for treatment. Gort-who can disintegrate targets at will with a laser-like beam from his head-stands guard outside the ship. As the hours count down, Klaatu befriends a



woman and reveals that if he doesn't reach the ship in time, Gort is programmed to destroy the Earth. Sneaking back to the ship, she carries the message which countermands Gort's directive: the immortal phrase, "Klaatu Barada Nikto."

# **6** EARTH'S LAST PLANTS HEAD INTO DEEP SPACE

Silent Running

When Earth is ravaged by nuclear war, the planet's last remaining vegetation is transplanted to biodomes orbiting Saturn. There, the salvaged forests are cared for by Freeman Lowell, who struggles futilely against his callous shipmates to preserve his beloved plants. When the crew is ordered to blow up the biodomes and return home, Lowell refuses and kills his crewmates to prevent them from fulfilling the order. But fearing the rendezvous ship will finish the job, he blows himself up as a diversion while sending his green-thumbed robot and the sole remaining biodome safely into space.

# E "SOMETHING 🚄 💷 WONDERFUL" HAPPENS

2010

The big black monoliths from "2001: A Space Odyssey" are back. Astronauts sent to explore Jupiter's moons find them and the old Discovery spaceship along with the HAL 9000 computer. While trying to figure out what HAL's been up to for the last nine years, the astronauts repeatedly encounter the cryptic message that "something wonderful" is going to happen. The viewer is never quite sure what this is until the monoliths dive into Jupiter, increasing the planet's mass so much it ignites into a star, providing the necessary light and warmth to make another habitable planet in our solar system.

# STARSHIP SABOTAGED

After Earth receives a radio signal from deep space containing schematics for building a high-tech starship, the Earth's resources are dedicated to building the huge project. But as the installation is undergoing final testing, a religious fanatic detonates a bomb. The ship, the crew and its launch facility are blown to bits in a catastrophic explosion, seemingly ending man's hope to explore space with the new technology.

# **DARTH VADER** THREATENS GEORGE MCFLY

Back to the Future

Marty will cease to exist if his teen-aged future father fails to ask his future



mother, Lorraine, on that fateful first date. The problem: Besides a huge inferiority complex, George McFly is a sci-fi geek who won't miss his favorite radio show, "Science Fiction Theater." So enter Marty-already having been mistaken once for an alien-in his radiation suit, armed with only a Walkman, a hair dryer and a lot of creativity. "Darth Vader from the planet Vulcan" threatens to melt George's brain if he fails to win Lorraine.

# SHERIDAN'S SACRIFICE **MUD'AH'Z NO**

Babylon 5, "Z'ha'dum"

John Sheridan went to Z'ha'dum to learn the truth about his wife and did, much to his sorrow. She had become an agent of the Shadows, lost to him forever. Now trapped between them and certain death, Sheridan implements his plan. As his ship—carrying a nuclear device—crashes through the dome of the Shadows' city, Sheridan leaps into a seemingly bottomless chasm. It was a suicide mission. He knew it all along and still chose death and the truth over all other options.

# **KIRK SACRIFICES EDITH KEELER**

Star Trek, "The City on the Edge of Forever"

Dr. McCoy accidentally travels to Earth's past and changes history, altering events so that the Federation no longer exists. To save the future, Kirk and Spock follow him back to the 1930s where they meet a beautiful social worker named Edith Keeler. Kirk falls head over heels in love with her, only to discover that she must die in order to restore the proper timeline. Torn between love and duty, a devastated Kirk reunites with McCoy, just in time to see his love rundown by a truck.

# ALIEN KIDNAPPERS

Close Encounters of the Third Kind

In Muncie, Indiana, dozens of homespun townsfolk stand witness to repeated U.F.O. sitings, sitings filled with numerous colorful ships. The E.T.s seem just as interested in the amazed residents, particularly in young Barry Guiler. Descending upon his home like a rolling storm, the ships' electromagnetic energy assails the house, sending toys and appliances whirling about wildly as the dancing lights draw Barry to the door. But when Barry's mom tries to catch him, he slips through the pet hatch, hovering briefly between her hands and an unknown force before quietly slipping up and away.

# **ALIENS MASSACRE** MARINES

Aliens

When contact is mysteriously lost with a colony stationed on the planet where Ripley and her ill-fated Nostromo crew tance. The cup of water on the dashboard begins to tremble. Slowly, the T-Rex moves up to the vehicles. The children scream as their flashlights reflect off the enormous reptilian eye looking back at them though the jeep window rapidly fogging over from the hot breath of the dinosaur. They've drawn its attention and must now deal with its insatiable hunger.

# PREACHER INCINERATED **RY MARTIANS**

The War of the Worlds

After a meteor falls to Earth in California, the simplistic townspeople are excited, hoping to turn it into a moneymaking sideshow. But their joy quickly turns to fear when the rock reveals itself to be a Martian spaceship, the first to begin landing around the world. Hoping to defeat the would-be invaders, the U.S. military surrounds the ship. But the local preacher, Pastor Collins, wants to give peace a chance, and approaches the ship, quoting scripture. Seemingly intrigued, the ship briefly pauses, then blasts Collins to kingdom come.



first encountered the deadly alien, the Marines are sent to investigate. Cocky, arrogant and armed to the teeth, they're eager to begin "killing lotsa bugs." But all their bravado is meaningless when they enter the aliens' hive while searching for survivors. The blips on their motiondetectors begin slowly, as one, two, then dozens of aliens descend on their position. And when the biomechanical nightmares begin dropping from the ceiling, the massacre commences.

# 📆 FIRST APPEARANCE OF T-REX

Jurassic Park

The storm in the night sky reaches a thunderous crescendo as sparks from the shattered electrified fence dance across the muddy road. Inside one of the jeeps, the paleontologists suddenly grow silent as a deep rumbling can be heard in the dis-

# **UNSTOPPABLE** T-1000

Terminator 2: Judgment Day

The T-1000 Terminator is the ultimate killing machine, Composed of shape-changing metal, it's impervious to injury and can morph its body into any number of weapons or people. Even freezing it solid can't stop it. After the T-1000's frozen form is shattered, the heroes sigh with unified relief. But before the group can start rejoicing, the terminator's remains begin to melt from the nearby heat and slide slickly across the ground to reform.

# LONDO WATCHES BOMBING

Babylon 5, "The Long Twilight Struggle" With substantial help from the powerful Shadows, the Centauri blast their way to the Narn homeworld and begin devastating the planet. As Londo watches the unrelenting bombardment from a viewport, you can feel his horror, as he's confronted for the first time by the attack's mercilessness and the high cost of his ambition.

# ANDROID GUN-FIGHTER'S FIRST KILL

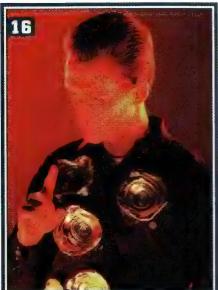
Westworld

Expecting the gunslinger in the androidpopulated amusement park to fire blanks, Peter Martin accepts the call-out. But the challenging robot has malfunctioned and loaded his gun with real bullets. The duel ends with Peter dead and his friend John realizing that something's gone terribly wrong, as the gunfighter begins to pursue him with deadly intentions.

# **RIKER GIVES** ORDER TO FIRE

Star Trek: The Next Generation, "The Best of Both Worlds, part I"

Commander William T. Riker's decision: Can he kill his captain? As Locutus of Borg, Jean Luc Picard holds the fate of the Federation in his hands. So when the Enterprise crew manages to whip together a weapon that just might destroy the Borg juggernaut-the cube that has devastated the forces of the Federation and threatens Earth itself—Riker puts his feelings for his friend aside and orders the crew to fire on the newly converted human-borg liaison.



# DESTRUCTION OF THE ENTERPRISE

Star Trek III: The Search for Spock Outgunned and desperate to save hostages

on the planet below, Kirk prepares to surrender the Enterprise-but that's not the James T. Kirk we know and love. He doesn't believe in the no-win situation. So he tricks the Klingons into coming aboard and blows up the ship. As he stands on the planet below, watching the flaming hulk of that he loves most in this world cross the sky, he pleads "My God, Bones, what have I done?" And his friend answers, "What you had to do... What you always do... Turn death into a fighting chance to live."



# "YOU'RE TERMINATED...

The Terminator

Even after its human flesh is burned away, the endoskeleton of the T-100 series Terminator continues its missionto kill Sarah Connor. There seems to be no way stop this thing. No matter how heavily damaged-whether gunned down, burned to a crisp or blown in half-it will never end its pursuit until its target is dead. That is, until Sarah crushes the mechanical demon in a hydraulic press she had crawled through to escape it. Her last words are both ironic and sum up the survivor she has become: "You're terminated."

# FROM BONES TO SPACECRAFT

2001: A Space Odyssey

The opening sequence of this classic shows the "dawn of man" as apelike humanoids learn that the bones of their prey make formidable toolsand weapons, to use against enemy tribes. It is the first step in their evolution into beings ruled by intellect rather than instinct. And no scene is more poignant in depicting this step than when one of the apes throws a bone into the air, twirling end over end until it reaches the blackness of space and is replaced by an orbiting missile platform.

# SECRET OF SOYLENT GREEN

Soylent Green

Overpopulation has strained Earth's food resources to the limit. So when

the government announces an affordable new seafood biscuit called Soylent Green, it's well received. Police detective Thorn, however, begins to suspect something fishy's going on. He investigates and discovers the truth, but before he can get the word out about the government's dirty secret, security forces neutralize him. Mortally wounded, he's hauled away on a stretcher shouting his gruesome discovery: "Soylent Green is made from p-e-o-p-l-e!"

# IT'S A COOKBOOK

The Twilight Zone, "To Serve Man"

When an advanced race of aliens called the Kanamits arrives on earth, it seems like the dawn of a new age. The aliens appear eager to please and use their superior technology to solve many of humanity's problems. But as the first humans are boarding a ship bound for the Kanamit homeworld, United Nations translators are finally able to decode the alien language and learn the horrible truth: To Serve Man is a cookbook.

# HAN SAVES THE DAY

Star Wars

The assault team of rebel forces has dwindled to a hopeless few. Luke Skywalker has his computer off with Darth Vaderthe man who can kill with a gesture-on his tail and the Death Star seconds away from ending the Rebellion. When suddenly, from above, a blinding sun behind him and a mighty "Wha-hoo!" on the com-link, the Millennium Falcon swoops in to give Luke the opening he needs to save the day: "You're all clear kid, now blow this thing so we can all go home!"

# VADER REVEALS DHE'S LUKE'S FATHER

Star Wars: The Empire Strikes Back

Luke is defeated. There is nowhere left to turn. Now, he must choose between joining Vader and the Empire or a straight drop to certain death. The apprentice Jedi clutches at the stump where his hand once was... until the revelation comes, a trump card from the Sith lord: "Luke, I am your father!" Despite his cries of denial, Luke realizes the truth of the statement. Alone and fearful, he flees rather than surrender to the dark side and drops down the shaft, choosing to end his life rather than join his father's evil.

#### 10. EWOKS PARTY KARDY

At the end of "Return of the Jedi" during the party celebrating the defeat of that naughty Empire, the teddy bear-like muppets use stormtrooper helmets as bongo drums. Gag.

#### 9. BUNNIES TRAMPLE TINY TOWN

In "Night of the Lepus," giant bunnies are threatening mankind. But when we see them overrun a village, they're obviously just your garden-variety rabbits trampling a model railroad town.

#### 8. RIKER GRABS THE STICK

Riker's left in control of the Enterprise in "Star Trek: Insurrection." It doesn't take long before the ship's aflame. Number One has to call for "manual control." A pedestal rises from the floor of the bridge containing a-dant-dant-da...basic computer joystick.

#### 7. SUPERMAN TOO SUPER

Supes' lady Lois bought the farm in the first "Superman" film. No big deal, though, the man of steel simply flies backwards around the Earth really fast, reversing its rotation, so that time itself goes backwards and he can save her.

#### 6. "WATCHOO TALKIN" BOUT BUCK?"

When Buck from "Buck Rogers in the 25th Century" first meets the president of Earth, it has us cringing. The prez turns out to be Gary Coleman, Arnold from "Different Strokes."

#### 5. GROOVIN' ON A SATURN AFTERNOON

It's bad enough the plot of the "Star Trek" episode "The Way to Eden" involves the Enterprise rescuing space hippies, but whenever they chant their mantra of rebellion: "Herbert! Herbert!" it's painful to watch.

#### 4. TELEPHONE POLE EAR PLUGS

We're willing to cut big lizards a lot of slack when it comes to bad SFX. But in "Gamera vs. Monster X" when Gamera sticks telephone poles in his ears to protect himself from Jiger's ultrasonic ray, it's stupid even by stupid standards.

#### 3. IF BRAINS WERE DETERGENT

A superbrain has invaded the "Space." 1999" moonbase. How can you tell? There are frothy soap bubbles everywhere. It looks more like someone ran the dishwasher with the door open than an alien invasion.

#### 2. THIS LAND AIN'T OUR LAND...

Though the "Star Wars Holiday Special" could fill up the list all by itself, Bea Arthur of "The Golden Girls" belting out tunes as the singing cantina bartender. makes our skin crawl.

#### 1. "LOST IN SPACE" VEGIES

Tybo the carrot man traps the Robinson family in his giant greenhouse and turns them all into various vegetables. What can we say except that we're not making this up?

#### SNATCHED

Invasion of the Body Snatchers (1978)

Matthew Brunell is the last man in San Francisco who can truly be called a man. He has watched everyone he knows systematically replaced by the pod people. Could he fool them by pretending to be emotionless, just like all of the duplicates? As he walks the desolate streets, he's approached by a woman who has also escaped the invaders; they alone may be the last humans on Earth... except, at her presence, Matthew turns slowly and wails the strange alien alarm, his eyes bulging with bizarre, unnatural accusation.

#### **VADER TURNS** ON EMPEROR

Star Wars: Return of the Jedi

At the end of "Return..." Luke is defeated, at the Emperor's mercy. Though the young Jedi defeated his father, he was unable to overcome this dark master. But there is a key moment, a pause in the conflict, as Vader looks at his son and his own severed hand and realizes what he has become and must now act on his son's behalf. He lifts the Emperor and throws him into a ventilation shaft. Anakin Skywalker is whole once more: he has redeemed himself-saving his soul, his son and the future of the Jedi at the cost of his life.

#### DEATH OF SPOCK

Star Trek II: The Wrath of Khan

Spock has saved the ship from the explosion of the Genesis device, but at what cost? Through the thick glass of the radiation-flooded engine room, he wheezes: "Ship? Out of danger?" Admiral James T. Kirk nods helplessly in affirmation. "The needs of the many outweigh the needs of the few," the Vulcan replies, groping blindly against the glass. "Or the one?" Kirk answers sadly. "I have been and always shall be your friend," Spock says with his last breath, having made the ultimate sacrifice for the crew of the Enterprise.

#### FIRST CHESTBURSTER

As the crew members of the Nostromo enjoy a final meal before settling into their sleep pods, Kane abruptly breaks into convulsions. His friends struggle to restrain the flailing man—just barely—so he can't harm himself. A small patch of blood slowly appears on his chest, only then does the absolute terror of their situation blindside the frightened crew. Kane's chest erupts from within, spewing his insides all over the room and releasing a snake-like alien with steel teeth and acidic blood. It skitters across the room and disappears.

#### TAYLOR FINDS STATUE OF LIBERTY

Planet of the Apes

Though lost light-years from Earth, on a planet ruled by intelligent apes who use humans as slaves, astronaut George Taylor's existence is looking up. He's escaped the apes and has secured food, a horse and a beautiful woman. As he rides into the sunset, he looks up and sees the broken and weather-beaten form of the Statue of Liberty, buried waist-deep in the sand of the beach. He's not on an alien world; he's on a future Earth. Falling to his knees, he screams futilely at those who destroyed it and his world. "I'm back. I'm home... We finally did it... Maniacs! You blew it up! Oh, damn you! God\*#\$% you all to hell!"

Space... too tight... no... room... for... pithy... author...



DREAM SCI-FI ONLINE GAMES



60 WOWSTOAMERAS

Fire up your modems to take on the Empire,
Borg and Shadows

by John Kaufeld and the 10 Gamer staff

uel to the death on a catwalk in Cloud City. Watch the enemy's shields collapse beneath your ship's punishing phaser barrage. As a First One, coax the younger races into following your lead.

Sound like fun? Welcome to the world of online gaming, where thousands of players like yourself interact through their favorite multiplayer games via the Internet.

Except... science-fiction heavyweights like "Star Wars," "Star Trek" and "Babylon 5" just aren't available yet as massive online games. Yeah, there are plenty of popular titles like Quake, StarCraft and Ultima Online worth giving up an hour of "X-Files" or skipping donut time at the crack of dawn, but we can't wait any longer to fight the Empire, outwit the Borg or dodge the Shadows. Call us impatient, but we're going to show you what it would be like if we created the games ourselves...

## STAR WARS

expand the Rebellion from the secret base on Hoth or build political power in the Imperial chambers Lof the Empire's capital world, Coruscant. Whether you play a droid, jawa, wookiee, even a human, our online "Star Wars" game would give you the galaxy and all its glory.

We'd use an Ultima Online-style approach—third-person perspective, high-detail graphics and an open-ended skill system which lets you determine your profession by your game actions. Starting from the backwaters of an Outer Rim world like Tatooine, you choose your character's side in the galactic wars. Align your character with the Empire by disposing of a few "Rebel scum" or take your place in the Rebellion by freeing an Imperial-controlled orbital city or seeking out a Jedi to begin your training.

Speaking of Jedi, you can't just start out as one. First you have find the right teacher, prove yourself worthy and survive the training process. Jedi are the most powerful player characters in the

game—the ultimate good guys who have been playing for more months than your character has credits-and if one accepts you, your character has his work cut out for him. You'll struggle to master combat skills open only to the Jedi, like Acrobatics and Lightsaber Dueling, and explore the ways of the Force with special powers like Telekinesis, Force Awareness and Psychic Suggestion. In your final test, you build your personal lightsaber and face vour greatest enemy-a bad-ass NPC from the game, maybe a Sith Sorcerer or a cunning bounty hunter. Only then do you truly become a Jedi.

Our game would emphasize heavy roleplaying. For instance, you create

a chadra-fan smuggler and start him on the seamy side of Coruscant. Thanks to a high Star Pilot skill, you pick up a few credits taking the more dangerous runs though the Imperial blockades, then earn a whole lot more by selling the over-

powered blasters in your cargo hold to other players. Eventually, you amass enough cash for passage to Bespin where you set up shop as the mercenary who put Lando Calrissian out of business.

All of your favorite "Star Wars" goodies are here as well—provided you can cough up the credits for them, that is. Every fresh-off-the-shuttle Academy Cadet can buy himself a regular blaster, but you'll have to complete a few missions or sign up with a mercenary outfit if you want a set of Mandalorian Armor or a heavy blaster pistol on your hip. And lightsabers? Don't even think about 'em unless you follow the path of a Jedi.

The major characters in the movie—Han Solo, Darth Vader, Luke Skywalker, etc.—appear periodically as well, but under direct human control (run by company staff members) instead of computer operated. (We can't imagine Darth Vader aimlessly flopping around the bridge of the Executor stammering "I fail to grasp your meaning" whenever someone tried to talk with him.) Since humans control the main characters, they can organize intricate meta-plots, creating missions and opportunities for player characters. For instance, Grand Moff Tarkin wants to discredit an Imperial admiral, so he enlists players to spread false rumors, conduct clandestine sabotage missions and entice the Rebels into an easy attack on the admiral's private weapons outpost. And just imagine if you became Emperor.



NO SOLO Though Han is definitely in our Star Wars computer game, you'd be playing with thousands of other players.

## STAR TREK

efend the front lines against the Dominion, explore the dangers of Borg space, survey a newly discovered planet, and then kick back for some much-deserved rest and relaxation (everybody knows how quiet and uneventful those trips to Starbases and entertainment planets are, right?).

Visually, our "Star Trek" game uses the behind-the-shoulder, almost first-person viewpoint of the Tomb Raider series and Heretic II. This puts you in midst of the action and allows plenty of screen space to interact with both the environment and the other characters around you. Direct player-to-player voice support adds still more reality to the game.

Set in the current "Star Trek" universe ("Deep Space Nine"/"Voyager" series, as well as the latest "Next Gen" movies), you play one of the chief officers on a ship serving the Federation, the Klingon Empire, the Romulans, the Cardassians or the Dominion. Although the game's time frame puts you in the era of Picard, Sisko and Janeway, classic "Trek" appears on rare occasions through missions taking you back in time. Depending on what sectors of uncharted space you venture into, you may stumble across a temporal rift or dimensional wormhole. Are you ready when a simple patrol propels you through a dimensional doorway into the 'Mirror, Mirror' Universe?

Once you're ready to create a character, choose from hundreds of alien races—besides the standards like Vulcans and Trill, you can even play a Gorn!—select a career choice and divide your skill points to be a Scotty-like engineer or diplomatic captain like Picard, then pick up your ship assignment. Depending on your profession, you can be security chief, head engineer, medical doctor, navigator, and so on. Select a job with few openings (like the captain's spot, for instance) and you draw the command

of a small scout ship. Positions which require multiple crew members land you on a high-profile ship like the *Enterprise* (those big ships *always* need more security help).

Propelling the game along are the various orders and directives from Starfleet Command and its sister organizations for the alien races. Your missions require exploration of new territory, diplomacy with other races, trade growth, a flexing of military muscle or even direct warfare. Direct player-to-player and shipbased combat can happen, although the characters are bound by their affiliation's treaties. A great many things happen in deep space, though, and your superiors might not

SMORGAS-BORG You'll encounter

more than 200 alien races in our

hear about everything that happens on a particular voyage.

In addition to the smaller missions, there'd be a series of over-arching, massive storylines, such as the Borg Invasion or the ever-present Federation/Romulan conflict. These involve the players from time to time in all kinds of roles, whether it's a first-line defense against another "resistance is futile" Cube, an undercover mission through the Neutral Zone or playing a Dominion spy, pretending to be a character you are not, on a hostile enemy world.

As your character progresses in experience, he or she moves up the chain of command. Think you're ready for your own Klingon Battle Cruiser? Challenge the captain to combat for the right of command! Advance far enough, and you take your place at Starfleet Command or the Klingon High Council, issuing orders to the starships under your command.

## BABYLIN 5

ntrigue, espionage, hidden agendas and covert power plays fill the world of "Babylon 5." And, as you might expect, those same elements play a central role in our online version of this popular television show.

From the technical side, our B5 game draws together a combination of game play and interaction features from Alpha Centauri, Myth II and Populous. Like Alpha Centauri, we'd emphasize diplomacy and intrigue, keeping it "dark conspiracy" like the back-stabbing struggle for the Centauri Throne or the Vorlons' possession of human vessels to carry out their bidding. Populous gives us its omnipotent outlook, giving you broad powers over the game's "child" races, yet tempering those powers with a strong Artificial Intelligence model. Finally, Myth II supplies us with its unique, "look in any direction" viewpoint. With a few simple mouse movement, you'll be able to swoop across the Narn homeworld, pick your way through a crowd at Babylon 5 itself or find an optimal vantage point during a Centauri/Minbari space battle.

Instead of a roleplaying approach, our "Babylon 5" game takes a strategic angle on the series, focusing

on the First Ones and their interactions with the various younger "child" races of the universe. You take the role of one of the mysterious First Ones, the ultra-powerful races who appeared at the dawn of time, and spent the years since then developing technologies that boggle the mind. Your technological prowess gives you god-like status and capabilities, whether it's whisking around stars to scout out enemy defenses or mind controlling a Psi-Corps task force to annihilate an opponent's command headquarters.

From your lofty perch as a First One, you influence the affairs of the race under your "direction." Again, the details are up to you. Do you strengthen their social order

SPACE 1999 Starship combat kicks into overdrive in our *B5* game.

by placing religious centers on the Minbari homeworld, or do you enhance combat effectiveness with space-based command bases around Centauri Prime? Do you encourage religious philosophies, even though your servants may one day worship something other than you?

As the game progresses, you gain special abilities unique to your group of First Ones. Perhaps you can influence an individual's actions, create matter from nothing, warp space and time, or simply keep the supply ships running on schedule (now that's a special ability). Your allegiances might shift from race to race as you fight for control of the galaxy. Some races naturally respond to certain abilities, so building a good match between your character and the NPCs is vital. For example, if your First Ones focus on military might, the combat-oriented Narns make a good match as a "child" race.

As an added twist, you also select the type of victory conditions your group of First Ones seek: military, diplomatic, economic, sociological or any of several other possibilities. This general theme determines your victory conditions for each scenario, but the specifics of how to win change every time you play. For example, if you played the Shadows, you might choose "galactic disorder" as a sociological victory condition. Trigger enough races into planetary civil war—maybe by introducing the Drazi to deadly weapon technology before their time—and you win. Of course, the Vorlons might have a say in matters and "order" the galaxy by indoctrinating the very races you hoped to corrupt.

The boss screen shots in this article are by Sanctum artists Lee Moyer and Walter Carter. Check out their game at www.sanctum.digital addiction.com. John Kaufeld had nothing to do with them. He's still trying to figure out how to operate his screen saver.

## Infinite Cards by Randy Buehler

emember when Enchantress decks had Rabid Wombats, Thicket Basilisks, Lures and no chance to win if you killed the Enchantress? Man, that deck was fun. But that's all it was-a fun deck. Well now there's a new Enchantress in town... the Argothian Enchantress is one cheaper to cast and untargetable. She's not leaving the table unless your opponent is packing Earthquake or some other non-targeted way to kill an 0/1. What this means is that Enchantress decks aren't just for fun anymore. Not now that you can play eight Enchantresses in a Standard-legal deck, four of which are really hard to kill. Enchantress decks have become lethal tournament-winning decks.

#### How to Play

This deck was a lot better before the DCI banned Earthcraft, but it's still a killer deck. The idea is that you pile a bunch of Wild Growths and Fertile Grounds onto one or two land. Meanwhile you try to get as many Enchantresses into play as possible so you can draw more cards whenever you play an enchantment. Play your Enchantresses before you play enchantments whenever possible.

After 3-5 turns you should be drawing so many cards that every time you play an enchantment, you draw another one. At that point the only thing that can slow you down is if you run out of mana. That's where Urza's Legacy kicks in! Cast Frantic Search and choose to untap your Serra's Sanctum and whichever lands you piled all those Wild Growths on, plus you dig two cards deeper into your library to find whatever cards you need to keep going. You can also use Turnabout to untap all of your lands. Since your lands will usually produce much more than four mana, Turnabout should generate a large amount of mana. Eventually, you'll have more than 20 mana floating in your mana pool, and as soon as you draw a Fireball, point it at your opponent and win the game!

One of the strengths of the deck is that most of the "combo cards" either produce mana or allow you to draw extra cards. That means they are all useful on their own, even before

you get the engine running. Exploration lets you keep



putting extra lands into

play as you draw them. The Vineyard also accelerates you with two extra green each turn and might even cause your opponent to mana burn to death. Wild Growth and Fertile Ground also accelerate your mana development, while Sylvan Library will help you draw the cards you need at the beginning of the game. Don't forget that you can draw extra cards with Sylvan Library, and this deck wants to win as quickly as possible, so most of the time you want two more cards rather than eight life.

The special land Serra's Sanctum is another key to the deck. You play so many enchantments that the Sanctum should produce a lot of mana each time you tap it. Then Frantic Search and Turnabout will allow you to use it over and over again. You don't actually have any white cards in your main deck, so just think of all that mana as colorless mana—perfect for sinking into a large Fireball.

Once you have out a few Enchantresses, Attunement should

#### the deck

#### **GREEN SPELLS**

- 4 Argothian Enchantress
- 2 Eladamri's Vinevard
- 4 Exploration
- 4 Fertile Ground
- 3 Sylvan Library
- 4 Verduran Enchantress
- 4 Wild Growth

#### **BLUE SPELLS**

3 Attunement

#### 4 Frantic Search

3 Turnabout

#### **RED SPELLS**

2 Fireball

#### LAND

- 4 City of Brass
- 12 Forest
- 4 Island
- 3 Serra's Sanctum

#### SIBEBOARD

- 3 Lifeforce
- 2 Power Sink
- 3 Winter's Grasp

#### SUBSTITUTIONS

- City of Brass Sylvan Library — Mirri's Guile



your entire library. Whenever you cast it, you get to draw one card per Enchantress and whenever you use it, you get to draw three more cards! When the engine is running, you'll have plenty of extra cards (especially land) to discard. The best way to learn how to play this deck is just to build it and do some test draws. Assume your opponent can't interfere with you and try to win as quickly as possible.

#### Weaknesses

There are two main deck types that can cause problems for this deck. One is super-aggressive decks like Sligh and Suicide Black. Suicide Black can sometimes outrace you and win the game faster than you can, while Sligh can slow you down by killing your Verduran Enchantresses. If you have a slow draw, you'll need help from your sideboard. As long as you get Worship into play and control an untargetable creature, your life total can never go below one, which will probably be lights out for your opponent.

The other sometimes troublesome match-up is against a heavy permission deck. You certainly don't want your game-ending Fireball to get counterspelled. The trick to beating those decks is to try to cast Turnabout on them and tap all of their lands. That way they can't stop you from going off. The best time to do this is during their discard phase so you'll get to untap before you do anything else. Another sure way to beat these decks is to Power Sink any random spell they cast in order to tap them out and allow you to go off unhindered on the next turn.

#### How to Sideboard

This deck has plenty of enchantments, so feel free to sideboard out whichever ones don't seem very good against your current opponent. All the non-enchantments in the deck are fairly important and should not be sideboarded out, with the possible exception of one of the Fireballs. Against Sligh, the red-hosing Chill is obviously useful. Against Black, the counterspell-enchantment Lifeforce is better than most of the enchantments in your main deck. Against another Enchantress deck you should be able to devastate them with the landdestroying Winter's Grasp. Wait until they put a bunch of enchantments on one land and then blow it up. The land destruction plan is so good against Enchantress decks that if a lot of people in your area play landkill, you need to add to your sideboard the best land preservation card around, Sacred Ground.

Freelancer Randy Buehler likes to chant in the forest. Now all he needs is some weird-ass squirrel cat for his shoulder.

## the non-killer deck



n honor of our sci-fi theme this month, we bring you the following theme deck. In an episode little known to Magic historians, Urza and Mishra actually cooperated in a space race before the Brother's War began. Yep...Urza, Mishra, Tawnos, Hurkyl and all their friends devoted themselves to getting the S.S. Zemo into space. If you can manage to get one or two of the space threats into play, and use your scientific advancements and robotic crew to guide your ship out of harm's way, your future looks good.

#### 

- 1 Ashnod's Transmogrant
- 1 Astrolabe
- 1 Bosium Strip
- 1 Echo Chamber
- 1 Fluctuator

#### 

- 1 Brass Man
- 1 Clockwork Avian 1 Mindless Automaton
- 1 Soldevi Golem
- 1 Storm Craw (Craw from
  - "MST3K")

1 Forcefield

1 Heat Ray

1 Voltaic Kev

2 Rocket Launcher

- 1 Triskelion
- 1 Yotion Soldier

#### SCIENTIFIC ADVANCES

- 1 Endoskeleton
- 1 Energy Field
- 1 Mishra's Helix
- 1 Telepathy
- 1 Teleport
- 1 Temporal Aperture

#### SPACE THREATS --

- 1 Cosmic Horror
- 1 Energy Vortex
- 1 Falling Star
- 1 Meteor Shower
- 1 Naked Singularity
- 1 Psionic Entity
- 1 Time Elemental
- 1 Time Warp

#### Delwar delelela

- 2 Bottomiess Vault
- 4 City of Brass
- 2 Dwarven Hold
- 3 Dwarven Ruins 2 Eban Stronghold
- 9 Island (Hydroponics)
- 1 Sol Ring
- 1 Thran Turbine
- 4 Urza's Power Plant
- 1 Worn Powerstone

More KILLER DECKS for your other favorite CCGs



## Jem'Hadar Camp-Out! by David Bowling

he Jem'Hadar are among the greatest warriors in the "Star Trek" universe. But what do these vicious fighters do to relax after a hard day of subjugating other races? The "Deep Space Nine" episode "The Jem'Hadar" gives us an answer: They go camping. Can it be just a coincidence that Ben Sisko and company first ran into the Jem'Hadar on a camping trip?

#### Deck Concept

The premise of this deck is pretty straightforward. The Jem'Hadar solve a Gamma Quadrant planet mission using Subjugate Planet. After the mission has been solved, the Jem'Hadar build a Colony there. Then, they just sit back and relax. Throw in a Horga'hn, and the Jem'Hadar really feel the love. They may still need to make a Ketracel-White run to a nearby supply depot, but other than that, they can hunt, fish, capture Starfleet officers or whatever else the Jem'Hadar do to relax.

#### How to Play

Some players use Colony Preparations in their Dominion colony decks, because it lets you download a colony. It is also universal, so you can seed multiple copies; however, instead of Colony Preparations, this deck utilizes the special features of some unique Gamma Quadrant planet missions. Camping Trip is a great place to build a Colony because Vorta and Jem'Hadar may report directly to that mission. Aid Fugitives is a key to the dilemma strategy of this deck. Intelligence Operation is the Founder homeworld and The Great Link can only be seeded at this location. Rescue Founder,



sion in the Gamma Quadrant with a Dominion icon, is the fourth mission in this deck. These unique planet missions provide another benefit. Camping Trip, Aid Fugitives and Rescue Founder are all protected by Fair Play where Colony Preparations can be stolen by an opponent. Two Construct Depots in the Alpha Quadrant round out the six missions in this deck. Construct Depot is a great Dominion mission because an opponent cannot attempt it. Even the Borg are unable to establish a gateway there.

This deck's dilemma strategy is based on medical depletion. Combine the five Hippocratic Oath dilemmas with the Aid Fugi-

#### the deck SEED DECK

#### **FACILITIES**

- 1 The Great Link
- 1 Primary Supply Depot

#### **DOORWAYS**

- 1 Q's Tent
- 1 Spacedoor
- 1 Space-Time Portal

#### MISSIONS

- 1 Aid Fugitives
- 1 Camping Trip
- 2 Construct Depot
- 1 Intelligence Operation
- 1 Rescue Founder

#### ARTIFACTS

1 Horga'hn

#### **DILEMMAS**

- 1 Altonian Brain Teaser
- 1 Aphasia Device
- 2 Crystalline Entity
- 1 Dead End
- 1 DNA Clues

- 1 Fair Play
- 1 Hide And Seek
- 1 Hidden Agendas
- 5 Hippocratic Oath
- 3 Lack Of Preparation
- 1 Mirror Image
- 1 Unscientific Method
- 2 Tarellian Plague Ship

#### **OBJECTIVE**

- 1 HQ: Secure Homeworld
- 1 Subjugate Planet

#### EQUIPMENT

- 1 Jem'Hadar Birthing
- Chamber 1 Ketracel-White

#### DRAW DECK

#### PERSONNEL

- 1 Borath
- 2 Frie
- 1 Founder Leader
- 1 Goran'Agar
- 1 Keevan
- 1 Kira Founder

- 1 Lovok Founder
- 1 O'Brien Founder
- 1 Omet'iklan
- 1 Ornithan
- 1 Remata Klan
- 1 Temo'Zuma
- 2 Virak'kara
- 1 Weyoun
- 2 Yak'Talon
- 3 Young Jem'Hadar

#### SHIPS

3 Jem'Hadar Warship

#### EQUIPMENT

#### 1 Jem'Hadar Disruptor Rifle

2 Ketracel-White

#### **EVENTS**

- 4 Kivas Fajo Collector
- 1 Recruit Mercenaries
- 1 The Traveler Transcendence

#### INTERRUPTS

- 1 Full Planet Scan
- 3 Kevin Uxbridge

- 3 Palor Toff Alien Trader
- 4 Wormhole

#### **DOORWAYS**

- 2 Bajoran Wormhole
- 3 Q's Tent

#### OTHER

- 1 Colony
- 1 Reflection Therapy

#### **BYS TENT SIDE DECK**

- 1 Alternate Universe Door
- 1 Bajoran Wormhole
- 1 Colony
- 1 Dead End
- 1 Full Planet Scan
- 1 Goddess Of Empathy
- 1 Invasive Beam-In
- 1 Lore
- Recruit Mercenaries
- Reflection Therapy
- 1 Regenerate
- 1 Subjugate Planet
- 1 The Devil



clean of your opponent's medical personnel. Hippocratic Oath can be seeded under any mission and it relocates medical personnel to Aid Fugitives in the Gamma Quadrant. Aphasia Device, Tarellian Plague Ship and Crystalline Entity can decimate a crew if there is not enough medical available.

The Crystalline Entity dilemma becomes even more dangerous with Lore in play, since Lore doubles its requirements to two science and two medical. Unfortunately, Lore cannot normally report to the Gamma Quadrant. Recruit Mercenaries in combination with the Altonian Brain Teaser dilemma provides an effective way to bring Lore directly into the Gamma Quadrant. First, you seed Altonian Brain Teaser at your Primary Supply Depot location. Next, attempt the mission and tip off the Brain Teaser to nullify the Recruit Mercenaries 10 point loss. When personnel with treachery are present, you can play Recruit Mercenaries there to download Lore from your Tent. With Lore in play you get some nice skills and attributes in addition to pumping up your Crystalline Entity dilemmas.

#### Weaknesses

Altonian Brain Teaser is a big help in getting Lore in play, but it's a real bummer if your opponent seeds it where you plan on building a Colony. Points scored by a Colony are bonus points and are nullified by the Brain Teaser. So, if the Jem'Hadar encounter the Brain Teaser while subjugating a planet, they will have to go elsewhere to build a Colony.

Another threat to this deck is a Black Hole. The Black Hole can rapidly destroy your four Gamma Quadrant missions, leaving an opponent in the Alpha Quadrant untouched. There are two ways Bajoran Wormholes can defend against this tactic. First, you can beat your opponent to the punch and play a Bajoran Wormhole between your opponent's space cards—leaving no place to play the Black Hole. Second, if your opponent does manage to get a Black Hole in play, drop a Bajoran Wormhole next to it. When the Black Hole is about to suck in your Bajoran Wormhole, you can destroy the Black Hole by playing another Bajoran Wormhole from your hand. Even the Jem'Hadar know when they need a little help from the Prophets.

The Jem'Hadar may be the deadliest fighters in the Gamma Quadrant, but deep inside the heart of every Jem'Hadar soldier, there is a Boy Scout just dying to "camp out." And let's face it; we'd rather hang with the bad boys than a bunch of aging Starfleet officers at the Grand Canyon. Everyone together now, "Row, row, row your boat..."

David Bowling may have been many things, but he was never a Boy Scout.

## the non-killer deck THEME DECK



#### THE BALD AND THE BEAUTIFUL

n this game, the Federation has the most bald personnel. They also have the highest number of beautiful cards. Well, at least, I think so. Beauty is in the eye of the beholder, after all. And now, it can be in your deck!

If you've ever put together a Federation deck, you know that there are a lot of personnel that are very similar. Deciding between them can be difficult. When in doubt, use this chart. You'll be surprised at how effective a deck can be when it has a 1:1 bald:beautiful ratio! This list does not include any alternate universe cards. Let's not go there, eh? Oh, and if you think we missed some of the beauties, you may want to raise your standards...unless you're the kind of guy who thinks the Golden Girls were hot babes.

There are many possible Federation missions from which to choose, so use the ones you like. Sprinkle in the interrupts of your choice and you're set to go! 

Jason Robinette

#### <u>plantalentivitale</u>

- 1 10 and 01
- 1 Altovar 1 Benjamin Sisko
- 1 Beverly Crusher (FC)
- l Coutu
- 1 Dathon
- Deanna Troi (FC)
- Dr. Leah Brahms
- 1 E.H. Program
- 1 Eric Pressman
- 1 Gibson 1 Gorta
- i oura

#### SHIPS

1 U.S.S. Bozeman 1 U.S.S. Defiant

#### EVENTS

- 1 Barber Pole
- 1 Captain's Log
- 1 Crew Reassignment

#### (e)=|v|=ey(),V/==

2 Reflection Therapy

- 1 Guinan
- 1 Ishara Yar
- 1 Jadzia Dax
- 1 Jean-Luc Picard (FC)
- 1 Jenna D'Sora
- 1 Kalita
- 1 Kareen Brianon
- 1 Kelko O'Brien
- 1 Leah Brahms
- 1 Linda Larson
- 1 McKnight
- 1 Mendon
- 1 U.S.S. Enterprise-E

1 Tama

1 Fair Play

2 Mot's Advice

## BUILDING Licids by Alex Shvartsman

f you tune your deck well, it's even possible to win with licids. Those wacky creatures that can turn into enchantments may not be plentiful, nor powerful, but they're fun to play, and with some deck-building tips they can be as devastating as Shivan Dragons after a Taco Bell feast. Sort of...

Step 1: Theme

First, have a good idea of what kind of a theme deck you wish to build. In this case, the theme is licids. The easiest thing to do would be to throw as many licids as possible into the same deck and call it a day. Not only would that deck win zero games, there is no satisfaction in building it. Instead, consider all the available licids to decide which have the best abilities.

Step 2: Colors

blue very well, as it is capable of remov-

Clearly, Dominating Licid, with its ability to take control of other creatures, is your best choice. Using this creature suggests that the deck revolving around it should probably be a control deck. Blue and white are the choice colors for such a deck. Blue offers countermagic and a variety of good control cards in addition to having the Dominating Licid on its team. White supplements

Most of the better blue cards you will end up using require two blue mana to cast, while most of the white cards require only one white mana. This suggests that the deck will work best with a heavy blue base and a splash of white support cards.

#### Step 3: Creatures

Calming Licid and Stinging Licid are both good choices in such a deck. A built-in Pacifism ability allows Calming Licid to hold off your opponent's creatures until you are ready to deal with them on a more permanent basis. Even though the Stinging Licid's special ability—it becomes a creature enchantment which deals two damage every time its host taps—is not quite as useful, it is an inexpensive creature that will work well in the overall theme.

Licids require some mana to operate efficiently, so the deck needs a few creatures to slow down an opponent's assault in the early game. Hammerhead Shark works nicely for this purpose, since it's a 2/3 creature for only two mana. Moreover, it is also one of your most potent weapons should you face a creatureless control deck-which will almost certainly play Islands and allow your Shark to attack.

As the deck includes a fair amount of powerful enchantments, look into a list of available creatures



3 Monk Idealist

"IT'S NOT A TUMOR!" Bouncing

between creatures and enchantments, Licids can be quite the headache.

that may interact well with them. Monk Idealist will allow you to reuse a Legacy Allure, or get back a destroyed Confiscate or Pacifism. It is also a decent creature you can cast on turn three, so several of them go into the deck.

You may consider blue's Gliding Licid, but in the end, it won't make the cut because it's a little too expensive (U2 for a 2/2 creature) and its flying-granting ability wouldn't be all that effective in this deck.

#### Step 4: Spells

Which spells are most powerful when combined with the licid strategy? Winds Of Rath immediately comes to mind. This variation on a Wrath Of God allows creatures with enchantments on them to survive the destruction-perfect for a licid deck. Have the licids jump onto each other and your other creatures while you wipe out an opponent's army with a single spell.

By choosing the Dominating Licid as the flagship card of this deck, we have committed to a secondary theme-gaining control of your opponent's permanents. Legacy Allure is an excellent card in this case. Licids should have little trouble holding off your opponent's creature while you place enough counters onto the Legacy Allure enchantment to finally claim that creature for your own. The "steal anything" sorcery Confiscate works well too.

Casting cost is an issue however. You do not want too many expensive cards in your opening hand, and so we only use two Confiscates (UU4), but four Legacy All ure (UU).

Several Pacifisms round out the creature-removal aspect of the deck, taking out bothersome creatures early with little mana commitment. A downside of this strategy is that a Pacified creature survives Winds Of Rath, but you can use Capsize to bounce the Pacifism back to your hand when you're ready to deal with this creature via other means, or even return your own permanent to save it from destruction. Capsize is one of the better blue utility cards printed in a long time and it easily fits into a variety of decks; when playing blue, it is almost always a good idea to include a few. Finally, two Disenchants help deal with whatever non-creature threats your opponent possesses; this is another card you want in any deck that has white mana.

#### Step 5: Lands

Twenty-three lands should allow you just the right speed of mana development. Sometimes a player draws way too much land during a course of the game; however, that isn't as much of a problem thanks to the new cycling lands from Urza's Saga. All the deck should ever need is six mana. If you draw more land later, you can cycle away some of it.

Next time you build a theme deck, watch out for the many support cards that can be fun to play and would work very well in your deck. Not all such cards are obvious, but you will find them if you keep your eyes open. And always, always beware the licids.

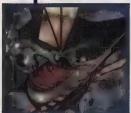
Alex Shvartsman (ashv@concentric.net) dressed up as a licid last Halloween, but got ejected from the party when he tried to jump onto the host.

#### DNOR

ere are the top cards in the deck and how to play them:



CALMING LICID: Calming Licid can hold off not one, but two creatures. As your opponent attacks, pay one mana to jump off the enchanted creature. block another attacker and jump back onto the same "Pacified" creature before damage is dealt.



CAPSIZE: Cast this instant during your opponent's discard phase so that you have untapped mana available as often as possible. You can even Capsize some of the cycling lands you had to play early in the game to turn them into other cards.



CONFISCATE: Bide your time and hold this card until the perfect opportunity to play it comes along. Stealing the right permanent, like your opponent's Torch Song, is key to winning with this deck.

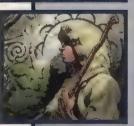


COUNTERSPELL: With only a few countermagic cards in the deck, be patient in using them. Save countermagic to deal with your opponent's key plays, allowing your other cards to handle minor threats.



#### HAMMERHEAD SHARK:

An inexpensive blocker against aggressive decks, the Shark is not a wasted draw against control strategies like a wall would be. It becomes a way to deal plenty of early damage and often a way to win the game.



MONK IDEALIST: This card combines perfectly with Legacy Allure and other enchantments, returning the ones you really need to your hand to be cast again. If need be, Capsize your own Monk Idealist to retrieve enchantments.



WINDS OF RATH: This card combines well with licids. Have your licids jump on each other, each one now with an enchantment, then cast Winds Of Rath to clear the rest of the creatures off the board.

TEST YOUR SKILLS: THE WORLD'S WORST MAGIC PLAYER NEEDS YOUR HELP...

## You can't WIN.

Eugene T. Dudley, the world's worst Magic player, has been dozing off during his Magic bies have left Eugene sleep-deprived. But during one of his afternoon snoozes, Eugene duels lately. Too many late nights of getting fragged online by even the newest of newdreamed up the ultimate deck—a sleeping sorcery extravaganza. When he awoke from his slumber, Eugene quickly went to work on a deck that included all of these potent Urza's Legacy enchantments. His deck's first test? Kenny "Can't Lose" Kirkland.

off the ultimate combo. Of course, he's going to need your help to do it. Can you ments into play. Unfortunately, Kenny has been keeping him at bay with an Energy Field. Eugene, of course, has no way of dealing with it. Suffice it to say, the Kenny in this game ain't gonna be doing any dying, but Eugene does have a chance to pull Eugene has managed to build a strong spread, including getting all five enchanthelp him trigger all five sleeping sorceries this turn?

# Keep in mind the following:

- Eugene is at 15 life. Kenny is at 13. It is the beginning of Eugene's turn.
- much difference. His Energy Field has Eugene stopped cold since Eugene has no Kenny doesn't have any lands or creatures in play, though it doesn't make way to get rid of enchantments.
- Eugene's Yavimaya Granger just came into play last turn.
- All of the "sleeping sorceries" can only take effect during your upkeep.
- During your upkeep you have full control of the order in which things happen.
- There are no cards in Eugene's graveyard, and the only thing you know about the contents of Eugene's rainbow deck is that it contains several copies of each basic land.

- Yavımaya Granger Witch Engine

Second Chance

## CARDS IN HAND

- Burst of Energy
  - 1 Gilded Drake
- Repopulate 1 Harrow

(2 blue, 2 green and 3 colorless mana in pool.)

blue, 2 green, 2 colorless.)

## ONY

- Ancient Tomb Caldera Lake
- Forest
- Skyshroud Forest Salt Flats

Alchor's Tomb, Voltaic Key and Mana Vault into

Tap the Gaea's Cradle for seven green mana. (8 Cast Verdant Touch to turn Gaea's Cradle into

creatures. (1 green.)

a creature, paying for the buyback. (3 green.)

5 Activate Karn's special ability three times to turn

Cast Karn. (2 blue, 2 green.)

# ENTER THE CONTEST

Mail in your step-by-step solution to:

CONGERS, NY 10920-0118 DEAD MAN'S HAND c/o INQUEST PO BOX 118

The winner, randomly chosen from all correct entries, will snag a box of *Urza's Legacy.* All entries must be postmarked no later than April 30, 1999.

## LAST MONTH'S "GREEN WITH ENVY" SOLUTION: Tap the Cradle for eight green mana. [11 green.] n an effort to get into the St. Patrick's Day spirit, 8 Untap Gaea's Gradle with Seeker of Skybreak. Eugene was trying to turn all of his permanents

- Cast Lifelace to turn one of your Forests green. 18 Activate Alchar's Tomb to turn your other Far-Tap the Mana Vault, two Forests and two Islands.
- 11 Cast Verdant Touch with buyback to turn one est green. (B green.) 2 Untap the Mana Vault with the Voltaic Key. (2 3 Tap the Mana Vault for mana. (2 blue, 2 green,
- Cast Verdant Touch to turn your other Island of your Islands into a creature. (3 green.)

into a creature. (1 green.)

13 Cast Sylvan Paradise, targeting all creatures you control-that's every permanent you have except the two Forests, and you already turned them green. Whew. Now Eugene can have a happy St. Patty's day. (Too bad it's April, though.)



you revive Eugene by waking ASLEEP AT THE SWITCH Can all five sleeping sorceries?



## TRAINIG

## Pokémon CCG by Rich Lipman

ary and Ash were nearing the end of their duel, and each had only one prize left to collect for the win. Gary's last hope was Electabuzz, and he was fresh and ready to fight. Ash's Hitmonchan was badly hurt and was paralyzed by Electabuzz's last attack. Ash drew his card and came up with a Switch. Pulling Hitmonchan out of the fight would force the his only remaining pokémon, a lowly Rattata, off the bench and into battle. A lotta good that Switch would do... Or was there

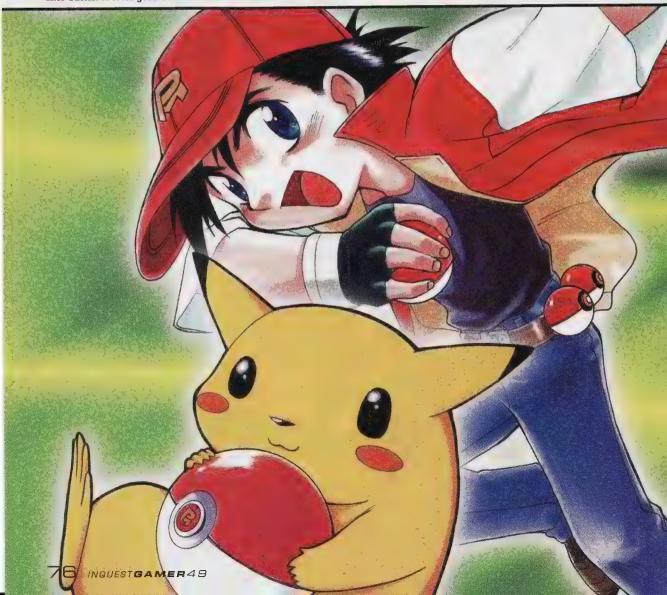
PUBLISHER: Wizards of the Coast

GENRE: Anime

RELEASE: January 1999

SUGGESTED RETAIL: \$8.99 for two 30-card starter decks. \$9.99 for 60-card preconstructed decks, \$2.99 per 11-card boosters

a deeper strategy to be seen? Ash used the Switch to pull Hitmonchan to the bench and



#### STRATEGIES AND GAME IDEAS FOR BEGINNERS

send the Rattata up. Gary drooled at the prospect of squishing the rat pokémon and finally beating his rival, but his grin turned to shock when Ash used Rattata's ability to retreat without cost and bring Hitmonchan back up. The short stint on the bench had cured it of its paralysis and it knocked out Electabuzz with its special punch. Gary walked away mumbling under his breath at how the fates conspired against him, but Ash knew that Gary would return one day to get even.

The Pokémon CCG lets you stage your own epic battles just like in the Gameboy game or the TV show. But to reign supreme, you need to know the inside dope on building and wielding killer Pokémon decks. And here it is.

#### **Deck Building**

There are essentially three different types of basic pokémon. First up are pokémon who come out big and strong but don't evolve, like Magmar, Hitmonchan and Jynx. With these guys, what you see is what you get. These pokémon are especially effective in the early game before your opponent has a chance to evolve his pocket monsters; however, they're also good defense. For example, Zapdos can take quite a beating before going down.

The second type of pokémon are those who can evolve once. In their basic versions Seel, Pikachu and Magikarp don't offer much in

PIKACHU STREET Be a guaranteed winner with our *Pokémon* paths to victory. the way of offense. But once they evolve into Dewgong, Raichu and Gyarados, they pack a serious punch and become

solid fighters.

The third basic pokémon type is where you start talking major poké-beatdown; these are the guys with three evolutionary stages. Bulbasaur and Nidoran are cute and seemingly harmless, but once they evolve into Ivysaur and Nidorino, your opponent'll be choking on his chortles. Bring out their stage two forms of Venusaur and Nidoking, and these roly-poly beasts can wipe the floor with almost anything your opponent can muster. Some third stage pokémon, such as Alakazam, come with cool powers which allow

them to wreak havoc on enemy pocket monsters from the safety of the bench since their powers are not attacks.

With that as background, let's look at some deck building principles. Your first step is deciding how you want to win. Do you want to beat your opponent down quickly before he can build up? Do you want to render your opponent helpless by depowering his pokémon? Maybe you'd like to buy yourself some time and prepare some poké-beatings by loading up a Charizard or Zapdos before bringing him out? Once you decide your victory goals, you can build your deck to take advantage of that theme.

There are two main ways not to design a pokémon deck. The first is to pile a ton of different types into one deck. No matter how cute you think they all are or how much trouble you have deciding which powers are the coolest, you'll rarely have the right energy cards in your hand when you need 'em if you just dump a bunch of random monsters together. A handful of electric energy won't help you much when you have out a bunch of fire and grass pokémon.

The other big mistake is going mono, with only one pokémon type. Sure, you'll have all the right energy and plenty of it, but if you run into a deck filled with critters your little guys have a weakness against, you're toast. Even worse is encountering a deck which features many foes resistant to your type. As good as Charmander is, even a weak water pokémon can take him down without much trouble.

The best approach to deck building until you've become a true pokémon master is to include at least two—but not more than three—varieties of pokémon, along with some colorless types. This gives you a good distribution of energy to match up with monsters in play. Overall, you'll want between 20–24 pokémon in your deck—12-18 of which should be basic.

Be careful when adding higher stage pokémon into a deck. Since you can't play a stage one or two card unless the next lowest stage is in play, you could be stuck with useless advanced monsters in your hand if the deck distribution is wrong and the right basic critter doesn't come up. Start with about one stage one or two for every three basic pokémon of the same type and tune from there.

Once you've determined the types of pokémon you want to



## TRAINING

include in your deck and how many will evolve, you need to consider your energy requirements. If your deck is full of pokémon with small energy requirements you can probably get away with 22-26 energy in your 60 card deck. On the other hand, if you'll be blowing through a lot of energy-maybe because you'll be discarding a lot of energy to "supercharge" your creatures (see the sample deck), or because your deck is loaded with big pokémoninclude more energy cards, maybe 26-28.

When you can, work in some pokémon with resistances to other types; you never know when you'll be up against enemies of the type you have protection against. For example, Diglett is a rather unremarkable pocket monster in most situations, but he can bring powerhouse Electabuzz to a dead stop thanks to his -30 resistance against electric pokémon.

Retreats are key in Pokémon; there are a bunch of times you'll want to haul your favorite beast's butt out of the fire and drop him back to the bench again, usually to shake a poison counter or save him from certain death. When building a deck, keep an eye out for cards with low retreat costs. The lower the cost, the fewer energy cards you'll have to shuck to yank your little monster out of harm's way.

The last step is adding in trainer cards. Pick those which will either enhance your deck theme or cover some of its weaknesses. If you use a lot of energy to power your pokémon, you may want to consider Energy Retrieval. If you envision yourself playing a fast deck, you may want to hurt your opponents' ability to defend with some Energy Removal or include some Plus Power to enhance your attacks.

Certain trainer cards are powerful in any type of deck. Bill lets you draw two cards and Professor Oak lets you discard your hand and draw seven new cards. There's no point in not having multiples of these in your deck; drawing extra cards keeps your energy up and lets you fish for that key stage two pokémon when



Full Heals keep your little buddies alive and kicking. If you play with a lot of evolved pokémon, toss in a couple of Computer Searches to help you dig 'em out of their hiding places in the deck. Packing a Switch or Gust Of Wind will help you arrange the battlefield in your favor.

#### PLAYING STRATEGIES

Got your deck ready, pokémon trainer? Good, 'cause it's time to do battle. Your opening draw, along with the deck design, will tell you how to start your game.

If your deck features a bevy of blitzing beasties, pick one that



can dish out the damage from the get-go as your opening, active pokémon, with an attack cost of two energy at most.

Rattata, Machop and Electabuzz are three basic pokémon who can get going on the first turn.

If your deck builds slower—maybe you need time to cook up some potent evolvers-toss out a sacrificial lamb to take some hits while you prepare your stage one and stage twos for battle. Chansey and Onyx make great starting punching bags and can buy you the few extra turns you need get your Charizard fired up and ready to go.

There comes a time in most games when you must decide whether to let your little soldier take one for the team or jerk him back and put out a pokémon that isn't quite ready to do its stuff. What you should do in situations like this depends on what's left in your deck and how many prizes your opponent has left to claim. Early in the duel, it's probably better to let your cute lil' pokémon fall on its sword and spill its blood for the cause to buy you an extra turn or two to power up the next wave. Later on in the game, when it becomes critical not

to let your opponent get a prize, pulling your pocket monsters back is wiser.

Don't waste your energy! If you have a pokémon on the ropes, you may not want to toss energy on it just to get one more attack in before it croaks-unless you can win, of course. In most situations, you're better off building up one of your benched guys to take his place.

While 99 percent of the time you want to knock out your opponent's pokemon as soon as you can and claim your prize, there are times when it might be better to leave it in the hot seat and bide your time. For example, if he's got a wussy pokémon out front-like Onyx-which has a high retreat cost, you might be better off leaving him there while you strengthen your back benchers. This is especially true if your opponent has a really scary pokémon on the bench which will rock your world if it makes it up front.

While you don't have to play all of your basic pokémon to the bench, remember to have at least one or two there at all times to protect you against losing by not having an available replacement if your active one is defeated. You don't need to fill up all five slots as soon as you can; it's often better to keep some cards in your hand and see what turns up from the deck.

Late in the game, when your opponent only needs one more prize to win, serving up a wimpy pokémon can be deadly. With one Gust Of Wind, your opponent can summon your weeniest guy to the fore to take a fatal "poké" in the eye. Of course, the inverse is also true; if you see your opponent play a weakling at the last moment, don't hesitate to Gust him into oblivion.

#### POKÉ TILL YOU DROP

Pokémon is a successful game because the rules are simple and the game plays smoothly, without timing problems. It's a fun game because there's a lot of strategy involved and because it's more laid back than most other CCG's. Every deck is capable of throwing things at you a little differently from the last one. Each trainer you face will offer different challenges. Now that you have some clue how to deal with them, go forth and become the best pokémon trainer in the world!

Rich Lipman has been spending hours trying to teach his Metapod to stiffen on command.



rire & Ice" is a fast-building energy discard deck designed to crank out fire pokémon who can roast your opponent's weenies. Pop the little suckers out, evolve them when you can and discard energy to smite your enemies.

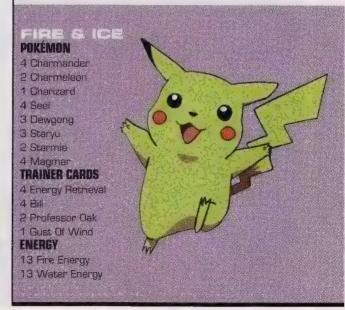
The Charmander/ Charmeleon/Charizard series is one of the most powerful in the game and capable of dealing a world of hurt. Not too much in the game can stand up to a fully loaded Charizard.

· Fire pokémon are vulnerable to water attacks. which is where your water-

based guys fit in. They can soak up a lot of damage and have some useful abilities on the side.

- · The Seel/Dewgong series works well. Seel has a high hit point total for a basic pokémon while Dewgong is one of the most powerful stage one creatures available.
- · Magmar can deal a lot of damage, has reasonable hit points for a basic and fits in with the decks theme of discarding energy to "supercharge" the pokémon.
- · The Staryu/Starmie series is added for two reasons: Staryu can deal 20 damage with only one energy and Starmie's star freeze is effective, using almost any type of energy.
- The Energy Retrieval and card drawing helps minimize the disadvantage in using Fire Energy to "supercharge" the fire pokémon; you can always be sure more energy is on the way. 

  Rich Lipman



#### TIPS & STRATEGIES FOR THE HOTTEST PC GAMES

## Myth II: Soulblighter by Nachie Castro

he tides of war are conspiring against you today. You have a paltry force of eight troops to stave off 25 oncoming undead. The body parts of your comrades litter the ground before you. Wave after wave of enemy attacks have pushed your forces against a rock and a hard place. Fear dances in the eyes of your troops as you bark out a final set of commands. Minutes later, your survivors stand victorious. Smoke rises from the ground as the last of the fires started by your archers die out; craters are all that remain where explosives were placed. There's just enough time to get a sigh of relief when you feel the ground shake, and spy a pack of wolfman-like Myrkadians racing toward you...

These are the odds you will be facing in Myth II, the sequel to the award winning real-time strategy game by Bungie Software. Myth was the first strategy game that allowed the player

degrees of the battlefield, a battlefield that became even more interactive with realistic physics affecting decisions. The scenery provides cover and impacts the effectiveness of your weapons, forcing you to manage your troops closely. There are many variables, but quick thinking, tight management of your forces and the proper use of each unit's special abilities will see you through. We'll get you going in this article with the forces of good. Once you get the basics down, go online for a crack at playing the bad guys.

#### Units

One of the most important parts of the game is knowing which units to use in which situations. Send four dwarves against four archers, and you get four dead dwarves. Send four archers against four stygian knights, a quartet of slaughtered bowmen. Four dwarves against four knights? The smoking remains of



armor. Whether or not you're alive at the end of a mission depends on how well you can juggle and arrange all of your units. To get an idea of the good and bad that comes along with each unit, here is a fighterby-fighter breakdown of what to exploit and what to watch out for:

Warriors: These are your bread and butter field units. They are pretty tough, with no special abilities, and they need to be within sword range to hit their target. Strengths: Tough, effective in numbers, and one of the faster units. Weaknesses: No special abilities, often tagged by friendly fire.

Berserks: "Braveheart" versions



of the warriors. They have less armor and are great sprinters, allowing them to chase down enemies. Best used in numbers to take out long range units-just be sure that you use several at a time since a couple will usually get toasted. Strengths: Speed, quickness of attack. Weaknesses: Their "armor" is a kilt. Kilts were never known for their protective qualities.

Heron Guards: Warrior versions of the field doctor journeymen units, the Guard members wield two swords, move quickly and are able to heal themselves or another unit as a special ability. The Heron, simply put, are the kings of the melee units. Their healing ability, while limited, is still quite effective. Keep in mind that the healing ability takes a moment to use, so don't wait for your troops to be at death's door before saving them. Strengths: Tough, fast, quick melee attackers with ability to heal. Weaknesses: They're still melee units, and can be fodder to numerous ranged attackers.

Archers: Use them well and they can control the flow of a game. Poorly, and they'll end up hacked into pieces. They should be your back line, attacking and falling back repeatedly, and should always be used in groups. You should also practice your

**COMPANY:** Bungie Software

**GENRE**: Real-time time fantasy strategy game RECOMMENDED COMPUTER: 200 MHz Pentium

or Power Macintosh

WEB ADDRESS: www.bungie.com **APPROXIMATE COST: \$45** 

warrior/archer attacks so that the warriors can attack without getting hit by friendly fire. Also, they're usually more expendable than your warriors, so don't get everyone else killed trying to save them. Strengths: Flaming arrows can force an enemy into a position easier to attack, good for getting units off of hills and whittling down attackers. Flaming arrows can also set off explosives an enemy is carrying. Weaknesses: If caught they die easily, because they can't fire arrows at short range. They also tend to plant arrows in allies' backs.

Dwarves: "Make a hole!" The tanks of your armies, these stout warriors pack explosives that can kill numerous opponents in a couple of shots. They're none too quick, but few can make it through the explosions that hit them. Strengths: Power. The explosives will cut through troops, especially in groups. With effective timing, the explosive satchels they can set are also a great way to herd enemies, or make archers waste fire arrows to set them off. Weaknesses: They're psychos with a distinct lack of foresight towards friendly troops. Watch 'em, or they'll cut a hole through your defenses. Their bombs often won't work in the rain, and can be deflected away from an intended target. They're also walking explosives, so one stray spark (or fireball) will blow them and anyone near them to kingdom come.

Warlocks: The warlocks are like smarter dwarves in many ways. Their fireball attack does more splash damage than the dwarves, and are much more accurate. However, their magical energy regenerates slowly. They are most useful in the beginning and at the end of a battle. They are physically weak, so if you've got a fast unit that can take a fireball for your warlock, use it. Get one or two shots in with your warlocks, and quickly move them to a position on the perimeter of the battle with an escort of some sort. They are also perfect as a reserve force for the end of battle. Strengths: Accuracy, large amount of damage. They're great for "popping" wights or blowing up dwarves. Weaknesses: None too tough, and their ammunition is dependent on how much energy they have left, which can leave them high and dry if they're chased down.

#### **Battle Tactics**

Whatever you're fighting against, the ability to maintain positioning of your troops is essential to victory. If you just fire them



all in at once against a prepared foe, you'll end up digging graves for the pieces of your troops. Regardless of which troops you have, it's usually best to keep them spread out in a long line. This will make sure any explosives coming your way will hit only one unit. When setting up, you should take a look at the surroundings and try to see where you want to force the enemy's troops. Try to herd them to lower ground or open fields to maximize your ability to fire ranged weapons at placed satchels or to set the ground on fire. Also, evaluate how important where you are is. Don't hold onto the final hill if it's on fire and about to be stormed from three sides, since it's tactical advantage is pretty much nil.

Defense. If you are on defense, keeping a tight rein on your units and shifting in response to the oncoming attack is both smart and essential. The creatures in Myth II will often attack straight on, and if you put your dwarves and archers in the center of your units, with a couple of warriors angled on either side, you should be able to handle most things thrown

#### SHAM! Be vewy quiet in the library, especially when you're about to hurl explosives.

your way, as long as you're not too horribly outnumbered. If the enemy begins to get too close for comfort, make the archers and dwarves fall back, while sending nearly all of the warriors in to intercept. And above all, make sure the dwarves don't start lobbing high explosives into the fray. Get them all out of direct combat and hit the space bar to freeze them.

Offense. On the offense, try to utilize any and all numerical advantages. Typically the AI has creatures of the same type hang out in groups, which makes your life much easier. If they've got lots of thrall, or some other creature with only a melee attack, send in the dwarves and archers to bulldoze a path. Use warriors and the fleet-of-foot bezerkers to chase down

spear-wielding soulless, since they can take a couple of hits and live. Always try to use more than one unit when attacking anything with a ranged weapon; the pause that comes after they fire should give you a sizable window of attack. This strategy is especially key against the lightning-throwing fetch, which can take out a unit in one shot.

Terrain. The hills and valleys of the rotating 3D world of Myth II give you plenty of factors to worry about during gameplay. Since units with ranged weapons have better accuracy and range when they are at higher elevations, the importance of controlling the high ground is unquestionable. However, even two dwarves dropping death from the top of a hill will be toast against greater numbers, and if all of your forces are occupied by holding the high ground, you have effectively limited yourself while your opponent has all kinds of room to maneuver with. Trees and buildings will provide cover from enemy fire, and are a great way to protect your troops, or to at least regroup survivors and try to get a grasp of the situation. You

#### An ideal Myth II formation

The warrior versions of the Journeymen. Keep your eye on them so you can heal them in battle if close to death. In order to use the healing in a fight, you must first freeze them. Do not wait until they are in the red, or they'll die before using the healing power.

Have them fire at will as soon as the enemy is within range, then drop them off to either side so they can get hits in without too many friendly fire hits.

Great for rushing ranged units, or for splitting up in order to get behind a formation.



**Positioning your** ranged units on an elevated piece of ground can make all the difference in the world. It will makes arrows and explosives travel further and with greater accuracy, which can spell the difference when facing an evenly matched force.

Give your melee units some extra time to draw fire or to heal by hiding them behind something. Trees and buildings can be easily used as shielding. Just get comfortable rotating the point of view in the midst of battle.

Let them get as many volleys as possible off towards the melee units, then drop them back and keep them from blowing up your troops.

Hit 'em hard and fast, then drop them back. They don't have the reckless abandon of the dwarves, so you have to give them a clear line of sight before they fire, putting them all the way in front. Use the confusion spell from afar to mess with troops mid-battle.



change a situation where you're being chased down to one where the hunters are walking into your trap if you can shield yourself with cover.

Positioning. Whenever you are fighting on a level with choke points, be it castle entry points, rooms within interiors or just valleys outside, use the environment to your advantage. Explosives do a higher amount of damage inside, so a satchel here and there in doorways can take out whatever is foolish enough to chase you. When forced to storm a castles entryway, be sure to get close to the walls and look all around the other side so you know what to lead with.

One of the most offensive moves in *Myth II* is being able to flank an opponent. By using archers and dwarves with melee units on the fringes waiting to close in once the enemy gets close enough, you can spread out the formation and draw your enemy in closer and closer. The idea is to drop the ranged units back further and to the side, while letting swordsmen take care of the other melee units, who will have

already taken some damage from your ranged fire. The positioning of the troops when engaging is also important. It takes a good amount of practice, but try to spread out the warriors so that when they fight, each one can hit its target. Send fire arrows after opposing dwarves immediately—consider them bombs within your enemies ranks. And above all, make sure that your final troops aren't a couple of wounded archers. If someone's gotta die, sacrifice the archer.

Tangibles. The order of commands you use in combat can tip the scales as well. There's no need to wait for the enemy to come into range when you can control-click on the ground directly in front of them to launch preemptive strikes. Using warlocks or dwarves in this fashion will help avoid a tit-for-tat fight where luck is the determining factor of who wins. Another thing to keep in mind which may tilt the scales in a skirmish is that your units gain experience with the number of kills they have, so the fighters with more kills are worth looking after. Also, unlike the forces of light, undead units can hang out underwater, which makes them the perfect ambush units. Try not to travel directly next to water, so that if something pops its head up you'll have time to get some ranged shots in. This is especially true if a wight appears-its explosion can trigger dwarves and wipe out troop formations. Fortunately, dwarves and archers have better range than the wight's explosion, but there is always the risk of being surrounded.

#### Bombs Away!

Now you should have enough to get started on Myth II. Jump

#### CHEAT SHEET

#### HOT SPOTS

There are several good Myth II sites on the net. For a comprehensive site filled with message boards, strategy columns and places to find multiplayer

tournaments, point your browser to www.Mythii.com.

•For news and links to get information from multiplayer areas, try The Myth Townhall:

#### www.townhall.clanplaid.net

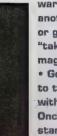
 If you're interested in mapmaking and editing, check out Sons of Mygard:

#### www.myth.theresistance.net

 And for game films that are both entertaining and educational, try The Carnage Film Festival www.geocities.com/timessquare/realm/4564
 Who says you never learn anything worthwhile from the Internet?

#### **EXPERT TIPS**

 Practice moving your more expensive units out of harm's way on the fly. For example, maneuvering a



warlock out of the way of another warlock's fireball, or getting a melee unit to "take the bullet" for the magician.

 Got a contingent of troops to take out? Send in a dwarf with archers as back up.
 Once the enemy troops start getting close to the dwarf, send a couple of fire arrows at the dwarf. He'll blow up, as will all the

satchels he was carrying.

BILLY BOB

 Set up your archers on the flanks of a pack of melee units fighting. This will result in a far lower number of friendly fire hits on your troops.

 Packs of melee troops are usually the best way to kill Trow, unless you've got a ton of ranged attack units. The Trow will typically plant its foot through them before they get too many shots off though.

• Want to try some good 'ole redneck carnage? On the level "Down A Broken Path" send an archer to the northern most part of the river, where you'll find an island with three frogs. (Any similarities to a certain beer commercial are purely coincidental.) Shoot the amphibians and they'll turn into eggs. Then finish the level and it will take you to the secret level, "A Long Awaited Drinking Party."

into the single player mode to get the hang of how each unit deals with different situations. Going online at bungie.net is another great way to get some practice in. After all, a live opponent with all the units at his disposal will be more crafty than the set AI will be. So get out there and start blowing things up!

New York City native Nachie Castro now screams "make a hole!" whenever getting onto a subway car. He has little trouble finding seats.

Turn the page for more tips on the hottest games ---



## in

MORE INSIDER HINTS FOR THE HOTTEST GAMES

#### · You can cast defensive and stat-boosting spells on yourself while engaged in combat, and you can do it efficiently with a little keyboard work. Remap "target nearest NPC" to F2 and put your favorite defensive spell into the third quick-key slot. During combat, a quick combination of F1, 3, F2 will allow you to cast a spell on yourself without missing a beat on the attack.

· The Qeynos guards aren't very friendly toward necromancers, attacking them on sight. If you want to travel to or from Erudin, use the underground Qevnos aqueduct system. There are two under-

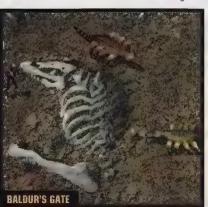


water entrances outside the city: One is beneath the docks by the Port Authority and the other is behind a secret door along the north wall. (Look for the ivy-patched area east of the main gate.)

· Speaking of secret doors, Norrath is full of them. The roque guild in the gnomish city of Ak'anon is hidden behind one of the curtains in the cleric guild.

#### **BALDUR'S GATE**

- Even the most stalwart adventurers can be overwhelmed by numbers. If you're facing a large group of enemies, such as the dread wolves in the basilisk area, you don't necessarily have to face them all at once. After scouting the area with a thief, carefully inch a character toward the mob, drawing foes to your group a few at a time.
- Another good way to deal with a mob is to send a charmed NPC in first. You can do this by accompanying him with an hidden or invisible character and then ordering the NPC to attack.



 Before heading off to chapter six and finishing the game, stop by the Sorcerous Sundries magic shop in Balder's Gate and stock up on wands of master summoning. Generating hordes of defensive creatures will be super handy especially at the end.

 Having trouble getting into the haunted cathedral? Go to the grotto with the key-shaped pedestal and shoot fire arrows into the unlit torches to either side of the statue. A door will open. When



you come to the closed and barred door, put rubble on the right pedestal and stand on the left one. Run through when the way is clear, and keep the gate open by using the lever inside the door.

· When attempting missions that offer to sell you tips, buy the tips, start the mission and read them. Then start the mission again and spend all your money on equipment.

#### **ULTIMA ONLINE**

A common tactic used by PKs is to paralyze their victims and



then blast away. To escape, prepare ahead of time with an explopotion sive magic-trapped box. As soon as you become paralyzed, double-click the potion or box and the resulting explosion will break the paralysis.

· Taming night-

mares is a lucrative, but risky proposition. To avoid the nightmare's dangerous fireball attack, taunt your target. Then, as soon as you hear it growl, recall to safety. Quickly return and your task will be much easier, as the nightmare won't fireball again.

#### ALPHA CENTAURI

- Much like in Civilization II, the special projects that give you instant technology advances—in this game Secrets of the Human Brain and Universal Translator—are key to giving you an edge over your opponents, live or AI.
  - · You can activate the scenario editor by hitting Ctrl-K. The

options are listed under menu/scenario. However, cheating will affect vour score.

• If you want to do a little cheating without hurting your score, you can do "reconaissance work" to explore the map. When moving a unit, left-click and drag.



You'll be given the coordinates of the map areas you drag overeven those you haven't explored—as well as any landmarks or cities located there.

#### Dates for GameCamp

Magic: The Gathering®

6/24-6/30 7/8-7/14 7/22-7/28

7/29-8/4

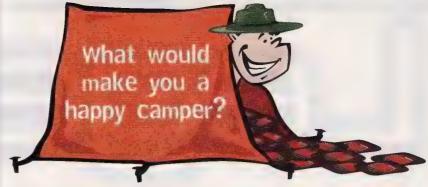
8/12-8/18 8/19-8/25

Advanced Dungeons & Dragons

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GameCamp Contest/I P.O. Box 707 Renton, WA 98057-0707

For more information on GameCamp, call (800) 923-0017 or visit our website at <www.wizards.com/GameCamp>.

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## by Chris Doyle

## Luxxor, Alien Wizard



endrils of blue-black smoke rose from the base of the sky-orb. The orb hummed softly amidst the silence of the villagers, its bright, silver surface marred only by the blood of those unlucky enough to be in its path as it fell earthward. With a sharp hiss, a portal opened in the enormous sphere. Thick clouds of dark blue mist issued from the opening and then parted to reveal a large, hideous figure enshrouded in a voluminous black cloak. He reached skyward, his long purplish, clawed fingers clutching a short silver stave across which small arcs of lightning played. At once, the surrounding crowd fell to its knees...

#### ORIGIN

Luxxor is an alien stranded on a world of superstition and magic who masquerades as a powerful wizard, holding sway over a primitive population of humanoids. He simulates spells with the use of high technology equipment and gadgets. Through the use of carefully chosen clothing and his "magic," Luxxor hides his more alien features and technology.

Undersized for his species at a mere seven feet tall and hounded by his peers, Luxxor was driven to pursue scientific research, a position of low status among his warrior race. As a desperate outcast on a foreign world, Luxxor has used his intelligence, cunning and acting talents to become the stereotypical wizard of his new world. It didn't take long for the alien to realize the power he held in comparison to the inhabitants of this island in the void and enjoys intimidating the puny humanoids.

Luxxor's immediate goal is survival, but he entertains the possibility of repairing his ship and returning home. To achieve these goals, he indiscriminately uses the plentiful and terrified population he has enslaved.

#### HISTORY

Luxxor was an innovative scientist, fine-tuning the details on a new drive engine for a small prototype spacecraft when a miscalculation stranded him on a world of low science, high

> violence and powerful \$ magic. He was forced to crash-land in a secluded mountain region of a



world where he had little hope of finding the advanced technology needed to get home.

A primitive tribe of humanoids witnessed the ship streak across the sky and investigated the crash near their village. They decided the metallic craft must be a vehicle of the gods. Using his ship's sensors, Luxxor observed the humanoids from within his craft for weeks while

his wounds healed and he surveyed the damage to his ship. In time, Luxxor learned a great deal about the villagers' culture, including their fear and respect for magic.

The stranded scientist created a disguise to hide his alien appearance and studied their language with the aid of translating programs. He tinkered with various mechanical contrivances to simulate magical effects. When he felt fully prepared, Luxxor revealed himself to his new subjects and established himself as the dark sorcerer appointed by the gods to rule them.

#### SPECIAL ABILITIES

Luxxor has several advanced technological devices he uses to simulate magic spells:

- Hidden under his cloak is a portable language-translating computer. The receiver is shaped to look like an ornate medallion.
- · By mixing various chemicals secreted by his own body, he can create a thick blue smoke which can be released though hoses attached to a bodysuit which captures the secretions.
- · A marble-sized sphere hovers near his hand. When activated, it covers Luxxor in a force shield that grants him protection from the limited weapons of his adopted world, though not from the more powerful magic of true magic-users.
- · Luxxor carries a short metal stave which can generate varying levels of electrical charge on command. He can throw these lightning charges up to 50 feet. This stave also allows generated an antigravity field which allows him to fly at speeds up to 40 miles per hour.
- · His ship is equipped with a hologram projector. When Luxxor's mind is plugged into the computer core of his ship, the ship's projector can create holograms from Luxxor's thoughts, projecting vivid illusions up to 150 yards.

#### CAMPAIGN IDEAS

• The player characters (PCs) are hired to acquire a rare, magical ore, used in the recharging of magic items. Perhaps the PCs even need to recharge their own failing magical equipment.

When they arrive at the site, they discover the humanoids, led by Luxxor, already control of the ore. Luxxor needs it to provide energy for his ship.

- The PCs are hired to rescue an NPC inventor who was kidnapped by Luxxor's humanoids. What appears to be a random attack is actually only one of several kidnappings throughout the area, as Luxxor is assembling the planet's greatest sages and inventors to help him repair his ship.
- The band of humanoids under Luxxor's control captures the PCs. They are stripped of their weapons and placed in a cell. The former humanoid chieftain offers to free the PCs in return for a favor. He wants them to defeat Luxxor, or at least reveal his charade to the tribe.

Chris Doyle uses hologram projectors, smoke pellets and a lot of bribes to make it appear he's a professional writer.



#### LUXXOR, ALIEN WIZARD

Luxxor's wide variety of abilities provide many options for foiling the plans of your opponent. He can deal direct damage or summon flying wearies as necessary. Plus, his alien technologies grant virtual invulnerability. You could say he's extraordinary...

#### game stats HE LORE

Stats: Str 15 Dex 15 Con 12 Int 18 Wis 13 Cha 6 THACO 13 AC 4 I-2 with force shield]

Hit points: 55

Abilities: Besides those abilities mentioned, Luxxor also carries a stave that allows him to cast lightning bolts at will as if he were a 7th-level magic-user. He can do this up to 20 times before he need to recharge the stave in his ship. Additionally, Luxxor's claws can do 1-3 points of damage per attack as well.

#### LEGEND BIFTHE FIVE FINGS

Stats: Earth 3 [Willpower 4], Fire 3 [Intelligence 5], Air 2 [Reflexes 4], Water 2 [Perception 4], Honor O TN to hit 15

[20 with force shield]. Armor 2 [7 with shield] Wounds: 15:-1, 30:-2, 45:-13, 60: dead

Attack Rolls: Claws 4k2, Lightning bolts 5k2

Damage: Claws 3k2, Lightning bolts 5k3

Skills: Acting 4, Investigation 3, Archery 3, Defense 3, Hand to hand 2

In the world of LSR, Luxxor took the name "Kuzuru."

## Alpha Centauri

A great leap forward for mankind.

eady for humanity's new great leap forward? Sid Meier's Alpha Centauri, a veritable sequel to his critically acclaimed best sellers Civilization and Civilization 2—even though produced by a different manufacturer—is a strategy game based on mankind's first steps at the colonization of space.

Picking up almost where Civilization 2 left off, Alpha Centauri follows the U.N. colonization spacecraft Unity on its voyage to Chiron, the nearest planet with an atmosphere sufficient to support life. Problems ensue during the trek, and the ship jettisons seven life pods to Chiron's surface, each with the makings of a planetary colony and manned by people with differing ideals on how society should be run. Your mission? Choose a faction and lead them to political and military supremacy!

#### The Good

Alpha Centauri mixes hard science fiction with a critical analysis of human history. The game designers really did their homework, and it shows. Gameplay is packed with both realistic societal developments—e.g., the more advanced a settlement gets, the less efficient it is— and funky sci-fi stuff, from chaos guns to psi-tech goodies. Periodic text interludes sweep the player into the ever-developing storyline, and every faction follows its own doctrine, which may or may not benefit you.

AC's interface excels in presenting a lot of data in an orderly fashion. Its "governor" feature, which automatically manages bases for you when you want it to, is very helpful in ruling your ever-growing empire. Of course, you have plenty of opportunities to roll up your sleeves and micromanage your sprawling empire to your heart's content. Each base can be set to explore, build, discover or conquer, so that a faction can maintain a balance of size, infrastructure and military might. A design lab allows for implementation of scientific breakthroughs, upgrading equipment with improvements like new weapons and better shielding.

What gives the game true depth and sense of saga are the multiple victory conditions. Sure, you can stomp every enemy into dust, but there are other paths to success: Win diplomatically by being voted supreme leader of the planet by your opponents, economically by cornering the global energy market, or theologically by completing a secret project titled "Ascent to Transcendence" and reach mankind's next evolutionary step.

The options don't end there, however. Alpha Centauri offers up a host of additions that allow for virtually infinite replay. A random map generator, scenario and planet customization, a smooth multiplayer experience and the freedom to name your faction are just some of the cool options at your fingertips.

Alpha Centauri has surprisingly minimal technical requirements.
You won't need a jacked-up Pentium 400 to get up and running.

**PUBLISHER: Electronic Arts** 

GENRE: Science fiction strategy computer game

RELEASE: February 1999

SYSTEM: 133 MHz Pentium, 16 megs RAM, 60 megs HD space

SUGGESTED RETAIL: \$39.99



The Bad
If you're looking

ALPHA BITS Civilization gets updated for space colonization in Alpha Centauri.

to dive right into Alpha Centauri and all its wonders, expect to spend a good amount of time familiarizing yourself with a host of scientific discoveries and technologies like polymorphic software, eudaimonia and nanominiaturization on your path toward transcendental thought. And while you don't need to hold an advanced degree to get started, it will take some effort to learn the ropes, especially for those new to the genre. Gameplay doesn't differ tremendously from the Civilization games, which is somewhat disappointing considering how many years the game spent in production.

Also, the world display, while adequate in the early and midgame, becomes cluttered later in the game when more units and bases are in play. A downloadable patch offering an alternate color palette, available from the official Alpha Centauri Website, promises to help a bit.

#### The Deal

If you enjoyed the Civilization games or are an enthusiast of strategy games in general, Alpha Centauri is a must-buy. Sid Meier, the god of god games, comes through once again. The intuitive interface, in-depth gameplay, and near-limitless options will have you glued to your screen. So grab a copy and fire up the missile units and propaganda ministers; you have a planet to master.

A

## Pokémon

## DIDECK

#### Cute has officially come to CCGs.

rop your adorable lil' pokémon into battle, power them up with energy, evolve 'em and watch 'em take bite bites out of their enemies' hides. Watch out, though, because some pokémon are resistant to yours.

PUBLISHER: Wizards of the Coast

GENRE: Anime CCG
RELEASE: January 1999

FORMAT: 102 cards; 60-card preconstructed decks and 11-card

booster packs

SUGGESTED RETAIL: \$9.99 per deck, \$2.99 per booster

PUBLISHER: White Wolf Game Studio

GENRE: Science fiction RPG campaign

SUGGESTED RETAIL: \$15.95 each

RELEASE: March, August, December 1998 FORMAT: Three 120-page softcovers

#### The Good and the Bad

Pokémon is a brilliant adaptation of the TV show and Gameboy game, neatly capturing the spirit and action of an actual pokémon battle. The rules are elegant and simple; even someone new to CCGs can pick up the game in minutes. The large number of pokémon and the strategies of combat provide enough variety to keep the game fresh for some time, even for players of more advanced CCGs. It's a friendly game, with no messy timing issues, controversial cards or arcane errata.

Pokémon's primary flaw is that card balance is off. Why play a trainer card which allows you to draw two cards when you can play one which lets you draw seven? With no regulating factors like casting costs, some lesser cards seem destined to drop off the face of the Earth as players favor the power cards. Finally, players who crave the complex strategies of Magic might find the game a little too tame after a couple of bouts.

# Poliwag 40 HP Water Gun Does 10 damage plus 10 more damage for each © Energy attached to Poliwag but not used to pay for this attack's Energy cost. Extra © Energy after the 2nd don't count. Weakness Persons it from running, it opposes to trying to stead. Jk 13

#### The Deal

With the release of *Pokémon*, cute has officially come to CCGs. With a popular subject and simple gameplay, it's the perfect game to bring new players into the CCG hobby. It sold over 400 million cards in Japan, and seems destined to do just as well here.

## Darkness Revealed

An epic saga packed with nasty twists and Machiavellian intrigue.

arkness Revealed" creates an epic Trinity campaign in three books: Descent into Darkness, Passage Through Shadow and Ascent into Light. Each contains two or

three adventures with location source material and color sections with in-universe information for players. The plot sends characters across the galaxy to Luna, the Crab Nebula, Mars and to sites on and above Earth.

#### The Good and the Bad

"Darkness Revealed" relies on Machiavellian intrigue between psi orders and nasty plot twists, complete with Aberrant and alien influences. The player background material provides useful information while setting the proper tone for each adventure. Each book is peppered with good art and helpful sidebars, plus tips on running scenarios if you're missing an earlier campaign supplement or wish to skip an adventure. The nefarious plot's gradual revelation blossoms into another adventure sourcebook, Alien Encounters: Invasion, which came out in February.

A minor quibble: Though the books do a good job of providing what you need to run each encounter and evoke the proper mood, you'll need to flesh the locales out if you want to use them in more extended conflicts or as settings for other adventures.

#### The Deal

In three stout books, you get an epic campaign filled with elements which play off the *Trinity* universe's strengths: psi orders, Aberrants and aliens and their inherent twists, surprises and betrayals. A solid value for your money. Peter Schweighofer



## 

## **Urza's Legacy**

Legacy is unlikely to leave a distinquished mark in Magic history.

ow do you keep a game fresh after 15 expansions? Urza's Legacy, the 16th expansion for Magic: The Gathering, gives good indication that Wizards of the Coast is still trying to

figure out the answer. Premium foil cards have caused considerable buzz around their latest offering, but the buzz is clouding a set that is mired in mediocrity.

#### The Good and the Bad

The expansion's one innovation is "sleeping sorceries," enchantments that trigger when certain conditions are met. With the ability to duplicate the effects of powerful cards like Mind Twist and Time Walk, these cards add an interesting wrinkle. There are also several cards that fit well into existing decks, especially in the form of useful creatures like the cheap 3/4 Simian Grunts or the protection-giving Mother Of Runes.

Unfortunately, Legacy lacks pizzazz. The new lands that turn into creatures are cool, but they're no Mishra's Factories. The 5/5 Evsicerator is neat, but it's no Juzam. A big problem is continuity. Most of Magic's expansions have had a tight theme, bound either through play mechanics or storyline, but Legacy has neither. With no unifying mechanics and a hard-to-follow story that covers a millennium, Legacy is more a collection of random cards than an expansion.

#### The Deal

As Magic sets go, Urza's Legacy is average. As always, there are a few high-powered cards, but there is little that will radically alter the way the game is played, and even less with regard to theme. Once you get past the glitz of the foil cards, Urza's

Legacy leaves little about which to get excited. Jeff Hannes

**PUBLISHER:** Wizards of the Coast **GENRE:** Fantasy CCG expansion RELEASE: February 1999

FORMAT: 143 cards; 15-card booster packs SUGGESTED RETAIL: \$2.95 per booster



### The Tomb of Iuchiban

Killer traps are like Russian roulette-boring and deadly.

🦰 ay what you like about seppuku, but at least it leaves a respectable corpse—unlike the Tomb of Iuchiban, a meatgrinder of a scenario that will annihilate your PCs in numerous messy

ways. It's Rokugan's answer to AD&D's The Tomb of Horrors, and the player characters (PCs) must venture into it to save the Emerald Empire from the evil Bloodspeakers or-which is much more likely-die trying.

#### The Good and the Bad

The atmosphere's right; close your eyes and you're in Rokugan. Particularly good is The Journal of Kuni Visten, which relates the violent history of the entombed sorcerer, Iuchiban. The scenario has some classic villains too, like Iuchiban's mad lieutenant, Yajindan, a scheming body-swapping maho magician.

The problem is the scenario. It's incredibly derivative; it's like The Tomb of Horrors designed by the demi-lich's mad uncle. It's blandly linear, starting with a routine chase and ending at the tomb with a random collection of deathtraps. Killer traps are like Russian roulette—boring and deadly. There are suggestions as to how to tone down the Tomb's nastiness, and you're warned to use only PCs of third rank or above. But it's not enough. Even if the PCs succeed, they'll only escape with the deus ex machina resolution that's provided.

#### The Deal

Killer dungeons are 20 years out of date, and the rules of L5R aren't suitable for slaughter-fests anyway. This might work as a tournament dungeon, but on no account use it in your campaign with your players' favorite characters... unless you hate them. Ban Joyce

PUBLISHER: Alderac Entertainment Group GENRE: Oriental fantasy RPG adventure RELEASE: January 1999

FORMAT: Boxed set SUGGESTED RETAIL: \$29.95



## The state of the s

### The Great War

#### The perfect jump point into the Babylon 5 universe.

he Babylon 5 CCG captures the complex texture and flavor of the television series and combines it with an open-ended game engine. The 350-card Great War expansion brings a new level to the B5 CCG. PUBLISHER: Precedence Publishing
GENRE: Science fiction CCG expansion

RELEASE: December 1999

FORMAT: 350 cards; 2 different 60-card starter decks and

10-card booster packs

SUGGESTED RETAIL: \$8.95 per starter, \$2.49 per booster

#### The Good and the Bad

Great War starter decks provide the last, best new entry point for beginners since the Premiere Edition. New rules for the League of Non-aligned Worlds and the Home Factions are one of the most exciting and enjoyable aspects of the new expansion. Pull the strings of nefarious Lord Refa or devious William Morgan Clark. You can even play a massive game with 10 or more players.

The set's biggest downer is the poorly edited rules; for example, page 53 is missing. Surf to www.eternity.com/B5/b5rules.htm to find out what you didn't get in your rules. This is not a big plus when wooing beginners. Non-aligned Worlds and Alternate Factions create as many exceptions to the old rules as they do new ones, and even a First One would get confused at the logistics of running a 10-player game.

#### The Deal

Despite the confusing rules, the new starter decks provide the perfect jump point into the Babylon 5 universe for the uninitiated. The wealth of other cards have been designed to make your existing decks more lethal. This set is worth the investment for the regular B5 CCG player as well as new initiates. Sanford L. Clark



THE VERDICT

### Wrath of the Minotaur

#### One of the best intro adventures to fantasy roleplaying ever.

tep into a world of devious monsters and hidden riches.

Uncover long lost books and slay evil villains. Wrath of the
Minotaur is the new Dungeons & Dragons Fast-Play Game

designed to introduce you to the worlds most popular fantasy roleplaying system.

#### PUBLISHER: TSR

GENRE: Fantasy RPG adventure RELEASE: January 1999 FORMAT: 47-page softcover SUGGESTED RETAIL: \$4.95

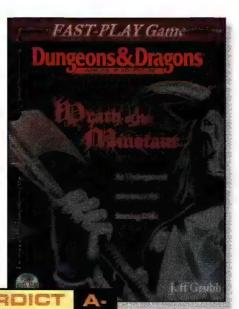
#### The Good and the Bad

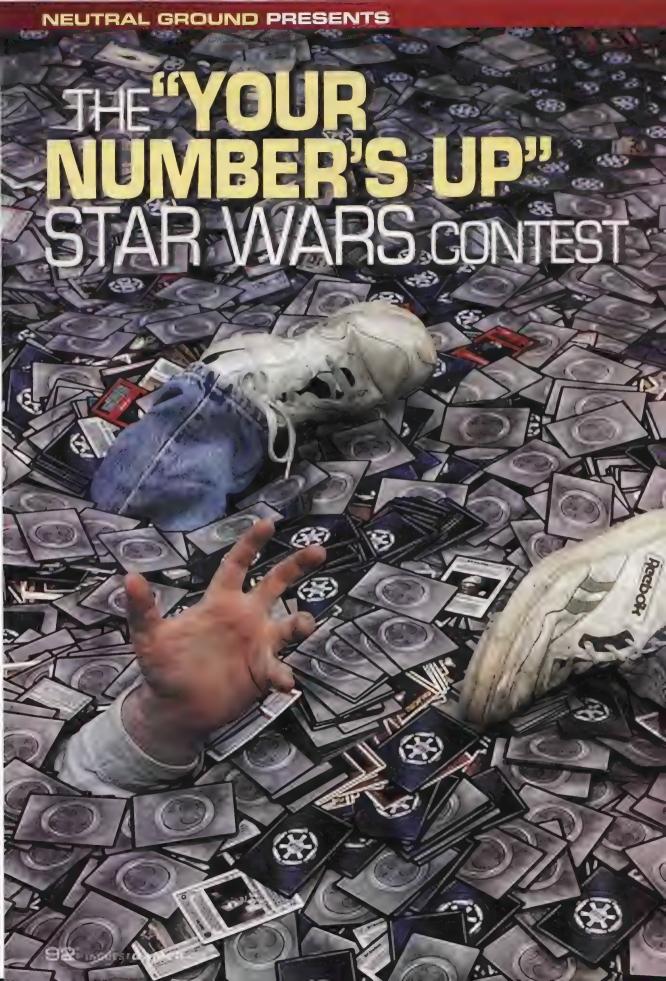
This module is a great introduction to the roleplaying. It jumps into the action without wasting too much time on rules and teaches players the hazards of dungeons without killing their characters. True "roleplaying" is introduced gradually over the course of two separate adventures. An incident with a shepherd defending his flock holding a cocked crossbow teaches players not to kill everything they see. Useful DM tips abound, such as advice on roleplaying kobolds.

Unfortunately, there is no appendix or index, so you have to flip through the pages for rules or definitions you may have forgotten. Also, you will need to photocopy the character pages in order to play because their backside contains part of the module.

#### The Deal

This is one of the best intro adventures to fantasy roleplaying ever. Yes, there are flaws, but the bottom line is that beginners can both run and play in this adventure. Few books accomplish this and, none do so at the incredible price point of five bucks. If you're new to roleplaying, buy this book. Heck, at this price, buy it even if you're only curious. Todd Posey





Il you gotta do to win this stuff is correctly answer the following questions about "The Empire Strikes Back." So drop your Magic cards and put your "Star Wars" knowledge to the test!

#### IN "THE EMPIRE STRIKES BACK: SPECIAL EDITION":

- 1. How many different TIE fighters appear on screen?
- 2. How many times does Luke ignite his lightsaber?
- 3. How many times is a droid verbally told to shut up?
- 4. How many storm/snowtroopers do we see get blasted by lasers?
- 5. What are six different names Han calls Princess Leia?

lucky know-it-all X-wings away with one of every Star Wars CCG card to date! That's complete sets of: Star Wars Customizable Card Game Limited Edition, Star Wars Unlimited Edition, A New Hope expansion, Revised A New Hope expansion, Hoth expansion, Dagobah expansion, Cloud City expansion, Jabba's Palace expansion, First Anthology and Star Wars: The Special Edition.

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STAR	WAR	S CONTEST	

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-MAIL ADDRESS (IF YA GOTS ONE)		
ANSWERS	5	
2		
3		

### Oh, My God! They Banned Kenny!

kay, they didn't ban Kenny, but it seems like they cut just about everything else from the Standard environment. On March 1st, the DCI dusted the moth balls off their patented Urza's Ax of Banning™ and eliminated some of the most popular combo cards around, ripping into their singles value as well. Many people guessed that Recurring Nightmare (\$5) and Time Spiral (\$5) would be on the list, but no one figured that the ax would also whack Earthcraft (\$3), Fluctuator (\$3), Dream Halls (\$3) and even the horribly broken Lotus Petal (25 cents). It's obvious that Wizards of the Coast wants to put a crimp in combo decks.

#### Hey Mister, Wanna Buy An Earthcraft?

The newly banned cards aren't the only ones that have seen a price hit. The Great Whale (\$6) has been reduced to the mediocre whale, partly because of new errata on the "free" creatures-you only get to untap lands if you actually cast the creature—and partly because of the death of Recurring Nightmare. Survival Of The Fittest (\$9) may survive in decks but won't be the awesome game-



Argothian Enchantress (\$6)

derived much of its value from its Earthcraft decks.

A few cards may see a shot in the arm as new decks replace those which have been wiped out. Mana Flare (\$5) and Palinchron (\$10) can generate infinite mana. Living Death (\$14) and Tradewind Rider (\$20) will see even more demand now that combo decks have been dealt a blow, rumors of Multani-geddon featuring Multani, Maro-Sorcerer (\$7) are stirring as well. Phyrexian Colossus (\$6) and Colossus Of Sardia (\$5) will be stars of new permission decks relying on Legacy's Tinker (\$1).

#### Curses! Foiled Again!

Now that Legacy has been out for a little while, a few interesting trends have emerged. More packs have been opened in the search for the coveted foil cards than is normal for most expansions. This has had the effect of weakening the price of rares, which are more available than they usually would be. The lack of a high impact rare, like Cursed Scroll (\$22) or Stroke Of Genius (\$14), has also hurt prices some. The main candidate for big bucks was the Icy-like Ring Of Gix, but its appearance in the fast-selling "Radiant's Revenge" preconstructed deck has knocked its value down to \$10. Conversely, some dealers have jacked up the price of the "Revenge" deck. The hottest-selling singles of late include Defense Grid (\$7) and Palinchron.

The foil cards have been selling briskly for eye-popping prices. Key cards like Ring Of Gix and Palinchron are approaching the \$80 mark, while lesser rares have been in the \$15-\$25 range. The uncommons and commons have settled around \$10 and \$5 respectively, give or take a few bucks depending on the card. Complete foil sets on eBay have been selling in the \$2200 range.

#### 

- 1. Magic: The Gathering
- 2. Star Wars CCG
- 3. Pokémon
- 4. Star Trek CCG
- 5. Babylon 5 CCG
- 6. Highlander CCG
- 7. Legend of the Five Rings
- 8. Deadlands: Doomtown
- 9. BattleTech
- 10. Middle-earth

#### **BIGGEST MOVER**

#### POKÉMON



## in other

TAKE A PIKACHU AT POKÉMON Pokémon, pokémon, pokémon. They're everywhere you look. In case you're out of the loop, pokémon are monsters which can be trained to hattle other critters of a similar ilk. The kicker is that most of the creatures are so darn cute. In Japan, there are stuffed versions of most of the pokémon, as well as bookbags, keychains, models and just about anything else you can slap a picture on. What started out as a Gameboy game has grown into one of Japan's biggest licenses, including-you guessed it-a CCG.

In January, WotC brought the Pokémon craze to the U.S. gaming industry with the English version of the CCG. Surprisingly, the cards have been hunted down by Pokéobssessed youths and veteran Magic players alike. The initial print run-marked with a first edition stamp—immediately sold out. The first edition boosters are now selling for between \$4-\$5 if you can find them, and that edition's singles have a 25% premium. Wave two of the boosters, printed without the stamp, followed quickly and they've been just as hot.

"We haven't been able to find many boxes at all," says Ed Fear, owner of Millennium Games in Rochester, NY, "Packs disappear as soon as we put them out. The singles have been selling fast too, especially the foils." Even the preconstructed decks have sold well. The "Zap" deck, featuring Mewtwo, has proven to be the most popular of the four.

GOTTA FIND 'FM ALL There are 32 rares in the base Pokémon set-half of which are foils and rarer than the non-foils. The odds of pulling a foil card are one in three packs, which has caused their value to shoot up. The fact that some of the most powerful pokémon are foil hasn't hurt either. The key foils are Charizard (\$12), Alakazam (\$10), Raichu (\$10) and Venussaur (\$9). The others are between \$5-\$8 and all of them are selling briskly. Don't expect the Pokémon game craze to die down any time soon. Four expansions have already been released in Japan-Jungle, Fossil, Team Rocket and Gym Leaders. WotC will gradually be releasing the English translations of these sets through this year and next year, and you can expect the first printings of each set to be white hot.

Rich Lipman is often visited in his dreams by dancing pokémon wielding anal probes. Don't ask.

### OP10CARDS



#### RING OF GIX

Feeling blue? The top 10 is this month, despite the absence of the now-banned Time Spiral. Urza's Legacy's strongest cards may be green, but its blue spells have garnered most attention. With the most popular combo decks banned out of existence, players are looking to the Palinchron and Second Chance to get their fill. However, the top spots go to a pair of all-purpose artifacts. The Ring Of Gix is easily the hottest card in the set, and Cursed Scroll continues to sit atop every Magic player's wish list. The control capabilities of Legacy's Defense Grid have vaulted it onto the list at number five, and the Archivist pops on at number 10 'cause people like to draw cards.





















#### WIZARDS OF THE COAST-1993

Cards have black borders. Alpha cards have rounder corners

when compared to beta cards.
Full Set (300 cards) \$3,700.00
Starter Deck (60 cards) 225.00
Starter Box (10 decks) 2,000.00
Booster Pack (15 cards) 150.00
Booster Box (36 packs)3,300.00
All unlisted cards are 80% of Beta value.
Unlisted Alpha errors are worth
1956 of Retaivable

Black Lotus	.ART	R	400.00
Chaos Orb	ART	R	100.00
Force of Nature	32.	R	45.00
Forcefield	ART	R	135.00
Gaea's Liegs	.SC	R	22.00
Gauntlet of Might	ART	R	130.00
Jade Monolith	.ART	R	15.00
Living Wall	.AC	U	6.50
Lord of Atlantis			
Mana Short .			
Mox Emerald	ART	R	190.00
Max Jet	ART	R	190.00
Mox Pearl	ART	R	190.00
Mox Ruby	.ART	R	190.00
Mox Sapphire			
Orcish Artillery	SC	IJ	10.00
Orcish Oriflamme	EN	U	20.00
Roc of Kher Ridges	SC	R	18.00
Rock Hydra .	SC	R	22.00
Sødge Trull	SC	R	22.00

#### **BETA LIMITED** WIZARDS OF THE COAST-1993

Beta cards are black-bordered. Starter Deck (60 cards) . . . . . . . . . . . . . 285.00 Starter Box (10 decks) . . . . . . . . . . . . 2,600.00 Booster Pack (15 cards)...... 125.00 Booster Box (36 packs) ....... 3,500.00 

Ginarao Ginimiana	12-5 - 6 - 6 - 1 - 6		111.110
Air Elemental	SC	U	3.00
Air Elemental     Ancestral Recall	ZWI	R	220.00
Animate Artifact			2.00
Animate Dead			3.00
O Animate Wall	EC	R	5.50
Ankh of Mishra	.ART	R	10.00
O Armageddon	.SOR	R	40.00
<ul> <li>Aspect of Wolf</li> </ul>	EG	R	9,00
Bad Moon     Badlands     Balance	EN	R	17.50
Badlands	LAN	R	45.00
O Balance	SOR	R	30.00
Basalt Monolith	ART	U	5.50
■ Bayou			45.00
Berserk			45.00
Birds of Paradise			40.00
Black Knight			7.00
Black Lotus	ART	R	400.00
Black Vise			10.00
O Black Ward	EC	Ü	1.75
O Blaze of Glery			42.00
O Blessing			11.00
O Blue Ward	EC	U	1.25
Bog Wraith	SC	U	2.25
<ul><li>Braingeyser</li></ul>	SOR	R	24.00
Braingeyser     Burrowing	EC	U	1.50
Camouflage	INS	IJ	11.00
O Castle	EN	Ų	2.50
Celestial Prism	ART	U	2.00

Channel ......SOR U

Chaos Orb.....ART R

Clockwork Beast ......AC R

● Clane ......SC U

Chaoslace

s Gamage	T ETF	li L	8
Consecrate Land .	.EL	U	16.00
Conservator	.ART	U	2.00
Control Manie	.FC	R	8.00 5.00
Conversion	FN	11	2.00
Copper Tablet	ART	U	10.00
Copy Artifact	.EN	R	20.00
			16.00 20.00
Crystal Rod	ART	U	2.00
Cursed Land	EL	U	2.00
Cyclopean Tomb	ART	R	60.00
Dark Ritual	.MS	C	4.00
Deathoris	FNI	K D	8.00 2.00
Deathlace	INT	R	5.00
Demonic Attorney	SOR	R	7.00
Demonic Hordes .	SC	R	22.00
Dinous Foo	PUR	D.	20.00 9.00
Disenchant	INS	C	5.00
Disintegrate	.SOR	C	3.80
Disrupting Scepter	ART	R	19.00
Drain Life	SOR	C	2.00
oragun whelp . Drain Power	SUB	p	4.00 9.00
Dwarven Demolition Tea	m SC	U	9.00
Earth Elemental .	SC	U	2.00
Earthbind	EC	0	1.25
tarihquake	20K	R	14.00 10.00
Evil Presence	EL	U	2.00
halse Urders	11/12	C	4.50
Farmstead	- El	R	8.00
Fastbond	EN	R	13.00
Peedback .	11	U	2.00
Fireball	SOR	C	4.00
Flashfires	SOR	IJ	2.50
Force of Nature .	SC	R	20.00
Forcefield Fort	ART	R	130.00 40.00
Fungusaur	32	R	10.00
Gaea's Liege	38	R	10.00
Gauntlet of Might .	ART	R	125.00
Giant Growth	INS	C	3.00
tatasses or Urza .	- AHI	U	2.00 3.00
Gohlin Balloon Bringde	SC	U	3.00
Goblin King	20	R	12.00
Granite Gargoyle	SC	R	14.00
Green Ward	EC	U	2.00
Helm of Chatrule	ART	P	1.00 6.00
Hive, The	ART	R	7.50
Howling Mine	ART	R	23.00
Hurricane	SOR	U	3.00
Hypnotic Specter	32	U	12.00 30.00
ley Maninulator	ART	11	44.00
Illusionary Mask	. ART	R	38.00
Instill Energy	EC	U	2.00
		C	5.00
Iron Star	DIA		2.00 6.50
Ivery Cup	ART		2.00
Jade Monolith	ART	R	6.00
			20.00
			25.00
			9.00
		U	3.00
Kormus Bell	ART	R	7.00
		R	7.00
Lance	EC		3.00 2.00
			2.25
		R	50.00
Lifeforce	EN	U	2.00
Lifelace	INT	R	5.00
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6	Lifetap		EN	U	2.0
	Lightning Bolt		.INS	C	12.0
	Living Artifact		EA	R	7.0
	Living Lands		EN	R	5.0
	Living Wall		AC	U	4.0
	Llanowar Elves		SC	C	2.0
	Lord of Atlantis		SC	R	11.5
•	Lord of the Pit		.32.	R	18.0
	Lure		33	0	2.0
	Magical Hack		INT	R	9.0
	Mahamoti Djinn		SC	R	24.0
	Manabarbs		EN	R	7.0
	Mana Flare		EN	R	15.0
	Mana Short		OIS	R	10.0
	Mana Vault		ART	R	20.0
	Meekstone	-	ART	R	10.0

ı,		Paralyze	EC	C	1.00
:		Personal Incornation			9.00
1			EN		1,00
1		Phantasmal Forces	SC	U	2.00
i		Phantom Monster	SC	U	2.00
1		Pirate Ship	32	R	6.00
i		Plateau	AN	R	45.00
1		Power Sink	NT	£	1.00
i		Power Surge	EN	R	9.00
1		Prodigal Somerer	38	C	4.50
:		Psionic Blast			35.00
:	0	Puretace 1	NT	R	4.00
1		Raise Dead S	OR	C	1.00
		Raging River	EN	R	42.00
		Red Elemental Blast			1.00
1	0	Red Ward	EC	U	2.00
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	Shatter	INS	С	1.0
	Shivan Dragon .	SC	R	52.0
	Simulacrum			2.0
	Sinkhole			18.0
	Siren's Call	INS	U	2.0
	Sleight of Mind	INT	R	9.5
	Smake	EN	R	6.5
	Sol Rion	.ART	U	24.0
	Soul Net	ART	IJ	2.0
	Spell Blast	INT	C	1.0
	Soul Net Spell Blast Stasis Steal Artifact Stone Giant	.EN	R	9.0
	Steal Artifact	EA	U	2.0
•	Stone Giant	JZ.	U	1.5
	Stone Rain .	SOR	С	1.0
	Sunglasses of Urza	ART	R	8.0
0	Swords to Plowshares	.INS	U	14.0
	Taigs	LAN	R	47.0
	Terror	INS	C	1.5
	Thicket Basilisk	SC	U	3.0
	Thoughtlace	.INT	R	5.0
	Throne of Bone	.ART	U	2.0
	Timber Wolves	SC	R	8.0
	Time Vault	ART	R	75.0
	Time Walk	SOR	R	255.0
	Timetwister	SOR	R	175.0
	Tropical Island	LAN	R	45.0
	Tropical Island Tsunami	SOR	U	1.5
	Tundra	LAN		

SOR U

SC R

LAN R 47.00

SC U 27.00

O Serra Angel ...

Tunnel

Two-Headed Giant of Fortys

Underground Sea

All creatures now require an upkeep cost of 1 in addition to any other upkeep costs they may have. If the upkeep cost for a creature is not paid, the creature is destroyed. 1991 Constitute of

Gis Kibernikis ik komusli ikla

#### WHAT'S IN A NAME?

Well, for a couple of cards, an awful lot of letters. The Tabernacle At Pendrell Vale and Circle Of Protection: Artifacts have the longest names of any Magic cards, clocking in at 27 letters apiecealthough the Circle wins the tie-breaker if you count the colon. The shortest? Web, Fog, Pox, and that fatty of fatties, Okk.

•	minesthamm oca	0.01	**	41.00
	Uthden Trull			2.25
•	Verduran Enchantress	.SC	R	6.00
	Vesuvan Doppelganger			35.00
0	Veteran Bodyguard	JZ,	R	16.00
0	Volcanic Eruption	SOR	R	8.00
	Volcanic Island	LAN	R	47.00
0	Wall of Air	SC	U	2.00
•	Wall of Bone	.30	U	1.50
•	Wall of Brambles	32.	U	2.00
•	Wall of Fire	.SC	U	1.75
•	Wall of Ice	80	U	1.75
	Wall of Stone	SC	U	1.50
0	Wall of Swords	SC	U	2.00
	Wall of Water	.SC	U	1.00
•	Wanderlust	.EC	U	2.00
	Warp Artifact.	EA	R	6.00
	Water Elemental			2.00
	Web	EC	R	8.00
•	Wheel of Fortune .	SOR	R	26.00
0	White Knight	SC	U	6.00
0	White Ward .	EC	U	2.00
	Will-0'-The-Wisp	.SC	R	20.00
	Winter Orb			25.00
	Waaden Sphare .	ART	U	2.00
	Word of Command			
	Wrath of God			
	Zombie Moster	. SC	R	8.50
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#### UNLIMITED EDITION WIZARDS OF THE COAST-1993

Cards are white-bordered but

otherwise identical to Bel	la cards.
Full Set (302 cards)	\$2,600.00
Starter Deck (60 cards)	. 215.00
Starter Box (10 decks)	. 2,000.00
Booster Pack (15 cards).	125.00
Boaster Box (36 packs)	. 3,150.00
Unlisted Commons	
Air Elemental	. SC U 1.50

Air Elemental		. SC	U	1.50
Ancestral Recall	111	.INS	R	200.00
Animate Artifact		EA	U	1.25
Animate Dead .		EN	U	1.25
O Animate Wall		EC	R	2.50
Ankh of Mishra		ART	R	3.50
O Armageddon		SOR	R	9.00
<ul> <li>Aspect of Wolf</li> </ul>		. EC	R	4.50
Bad Moon		EN	R	9.00
<ul><li>Badlands</li></ul>		LAN	R	20.00

#### MAGIC DATA

ARTIFACT BLACK BLUE

C=COMMON U=UNCOMMON R=RARE GOLD GREEN RED OWHITE LAND

ART Artifact AC Artifact Creature CR Current Rarity

Enchant Artifact EΑ EL Enchant Land

EN Enchantment EW Enchant World INS Instant

INT Interrupt LL Legendary Land MS Mana Source SL Summon Legend SOR Sorcery

INT R

2.50

84.00

5.00

.75

2.00

2.00

1.50

2.00

3.00

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Persent Prevarioss				i	:			
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Black Keinght         SC U         250 bl         Lightning Boft         MRS C         180 bl           Black Kleis         ART U         250 bl         Living Wall         ART U         250 bl         Living Lands         ER         R 350 bl         Living Lands         ER         R 350 bl         Living Lands         ER         S 350 bl         Mare Lands         ER         L 100 bl         Mare lands         ER         S 350 bl         Mare Lands         ART R         S 350 bl         Mare Lands         ART R         S 350 bl         Mare Lands         ART R         S 350 bl         Mare Lands         Mare Lands         ART R         S 350 bl         M				i				
Black Vise   ART   U   2.50	Black KnightSC	U	2.50	i		Lightning Bolt ,INS	C	1.50
O Blace Ward   AEC   U   1.00   O Blace Ward   AEC   U   2.00   O Blace Ward   AEC   U   1.00   O Blace Ward   AEC   U   1.00				:				
Silbas with   Silbas   Silb				:	_			
O Blue Ward         E. D. U. 1.00         ■ Lord of the Pit         S. R. 7.00           O Blue Ward         E. D. U. 1.00         ■ Mangeal Hack         M.T. R. 5.00           O Brangeyser         SUR R. 15.00         ■ Mane Short         M.S. D. 7.00           O Casarle         C. D. U. 1.00         ■ Mane Short         M.S. D. 7.00           O Casarle         C. D. U. 1.00         ■ Mane Short         M.S. D. 7.00           O Chasal Control         ART R. 1.00         ■ Mane Short         M.S. D. 7.00           O Chasal Control         ART R. 1.00         ■ Mane Short         ART R. 5.00           O Chasal Control         ART R. 5.00         ■ Mane Short         ART R. 1.00           O Chasal Control         ART R. 5.00         ■ Mane Short         ART R. 1.00           O Chasal Control         S. D. 5.00         Mox Pearl         ART R. 190.00           O Control Magle         E. E. 5.50         Man West         ART R. 190.00           O Control Magle         E. E. 5.50         Man West         ART R. 190.00           O Control Magle         E. R. 7.00         Ochastores Control Magle         ART R. 190.00           O Control Magle         E. R. 7.00         Ochastra Short         ART R. 190.00           O Control Magle         E. R. 7.00				:				
Des Ward   S.D U   1.00				:	_			
Bog Wrathh         SD U 1.00         Magined Hack         NIT R 5.00           Braingeyer         SD R 15.00         Mana Flare         EH R 6.00           Casate         CH U 1.00         Mana Start         CH 8.00           Claste         CH U 1.00         Mana Start         CH 8.00           Claste         CH U 1.00         Mana Start         CH 8.00           Chasadea         MT R 55.00         Mana Start         CH 8.35           Chasadea         MT R 55.00         Mind Mind Wist         SOR R 5.00           Clore Scott         SC R 5.50         Mind Mind Wist         SOR R 5.00           Clore Scott         SC R 5.50         Marc Septime         ART R 190.00           Contract Magic         CE R 5.00         Marc Septime         ART R 190.00           Contract Magic         CE R 5.00         Marc Septime         ART R 190.00           Coper Fabled         ART U 1.00         Marc Septime         ART R 190.00           Coper Fabled         ART U 1.00         Marc Septime         ART R 190.00           Coper Fabled         ART U 1.00         Marc Septime         ART R 190.00           Coper Fabled         ART U 1.00         Marc Septime         ART R 190.00           Coper Fabled         ART U 1.		- 11		:	_			
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Burnwing		-		:				
○ Carelestial Prism         INS         U         7.00         Mane Short         INS         5.00           ○ Catelestial Prism         ART         U         1.00         Mane Vault         ART         R         3.50           ○ Chass Drb         ART         B         5.00         More Temeral         ART         R         3.00           ○ Clockwork Beast         ACR         R         2.00         More Temeral         ART         R         5.00           ○ Clockwork Beast         ACR         R         3.50         More Temeral         ART         R         190.00           ○ Contractine         SE         B         5.50         More Temeral         ART         R         190.00           ○ Contractine         EL         U         10.00         More Temeral         ART         R         190.00           ○ Contractine         EL         U         10.00         More Temeral         ART         R         190.00           ○ Conversion         ER         A.50         Oelestrice         Sec. P         2.50         More Temeral         ART         R         190.00           ○ Conversion         ER         R         1.00         More Temeral         ART				:	•			
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Chans Orbo         ART R         5.00           Chass Crob         ART R         5.00           Chass Crob         ART R         5.00           Chass Crob         ART R         19.00           Clone         S.D         3.50         Mox Emerald         ART R         19.00           Cocketarios         S.D         5.50         Mox More         ART R         19.00           Constarios         S.D         5.50         Mox Rouly         ART R         19.00           Control Magic         C.E R         2.50         Mox Sapphire         ART R         19.00           Control Magic         C.E R         2.50         Mether Shadow         S.C R         4.00           Copper Tablet         ART U         1.00         Mether Shadow         S.C R         4.00           Copper Tablet         ART U         1.00         Plantsman         S.C R         4.00           Copper Tablet         ART U         1.00         Plantsman         S.C R         4.00           Cyclopean Tomb         ART R         5.00         Plantsman Forces         S.C R         4.00           Obenatic Hardward         ART R         4.00         Plantsman Forces         S.C U         1.00 <td></td> <td>U</td> <td>1.00</td> <td>:</td> <td>•</td> <td></td> <td>R</td> <td>7.00</td>		U	1.00	:	•		R	7.00
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© Cicheckwork Beast		R		:	•			
Conservator		D		:	-			
Conservate — ART U 1.00 Contract from Below SOR R 4.50 Control Maggie — CR 2.50 Coupt Artifact — BI V 1.00 Coupt — CR 2.50 Counterspell — INT U 2.00 Coutrest — BI V 7.00 Cousted — BI V 7.00 Coupt — CR 2.50 Coupt — CR 2				:	400			
Conservator ART U 1.00				:				
Control Magic		U		:	0			190.00
Control Magic	ConservatorART	U	1.00	į		Natural SelectionINS	R	28.00
Copper Tablet					_			
Copyer Tehlet	- Contact Magic	R		:	_			
Copy Artifact		U		:				
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Crusade E.N. R. 7.00 Cursad (ART U. 1.00 Cursed Land (ART U. 1.00 Cursed Land (E. U. 1.00 Cursed Land				:				
Crystal Red		R		1	•			
Cyclopean Tormb		U	1.00	:	•		IJ	1.00
Darkpaet		-						
Deathgrip				i	•		-	
Deathlace		R		i				
Demonic Attorney		D		:	_			
Demonic Tutor				i	ī			
Demonic Tutor	Demanic HordesSC	P			•			
Disrupting Scepter				i	ō		R	
Dragon Whelp   SC U   2.50	Dingus EggART	R	4.50	i	•	Raging RiverEN	R	35.00
Drain Power		R		į	•			
Dwarven Demolition Team SC U 7.00   Reverse Damage   INS R 5.50   Earth Elemental   SC U 1.00   Righteousness   INS R 4.00   Earthquake   SOR R 6.00   Rock Hydra   SC R 10.00   Royal Assassin   SC R 7.00   Royal Assassin   SC R 12.00   Savarnah   LAN R 18.00   Savarnah		-		:	_			
Earth Elemental				•				
Earthbind		II		÷	_			
Earthquake		C		:	-		-	
Evil Presence								
False Orders	Elvish ArchersSC	R	5.00	i	0	Rod of RuinART	U	1.00
Farmstead		U		i	_			
Fastbond		-			•			
Feedback		**		:	_			
Fire Elemental		-:-		i	_			
Flashfires				1	_			
Forcefield		Ü			_			
Fork	Force of NatureSC	R	8.00	:	•		U	5.00
Fungusaur					0		U	
Gaea's Liege					_			
## Gauntlet of Might	- runguoud stression	R		:		SimulacrumINS		
Seleght of Mind				:				
Gloom	•							
Gobin Balloon Brigade				:	_			
Granite Gargoyle. SC R 10.00 Green Ward EC U 1.00 Green Ward EC U 1.00 Guardian Angel INS C 5.00 Helm of Chatzuk ART R 3.00 Howling Mine ART R 5.00 Howling Mine ART R 10.00 Hymnotic Specter SC U 3.00 Hymnotic Specter SC U 3.00 Ice Storm SOR U 2.50 Illusionary Mask ART R 32.00 Instill Energy EC U 1.00 Instill Energy EC U 1.00 Instill Energy EC U 1.00 Instill Energy ER U 3.00 Instill Energy ER U 3.00 Instill Energy ER U 3.00 Instill Energy ER R 3.50 Instill Energy ER U 3.00 Instill Energy ER		U		-	0	Sol RingART		
Graen Ward		R	5.00	ì	0			
Guardian Angel   INS C   5.0   Stone Giant   SC U   1.00				:	_			
Helm of Chatzuk		_		:	•			
Hive, The					- A			
Howfing Mine				•				
Hurricane								
Ice Storm				i				1.00
Icy Manipulator	<ul> <li>Hypnotic SpecterSC</li> </ul>	U	3.00					3.00
Illusionary Mask								
Instill Energy								
Invisibility								
Iron Star					-			
Island Sanctuary				٠.				
Ivery Cup				:				
Jade Statue				:	•	TundraLAN	R	
Jayerndae Torne				:			IJ	1.00
Juggernaut							p	40.00
Karma         EN U         1.00         Uthden Troll         SC U         1.00           Keldon Warford         SC U         1.50         Verduran Enchantress         SC R         3.50           % Kommus Bell         ART R         4.00         Vesevan Doppelganger         SC R         20.00           Kudzu         EL R         4.50         Veteran Bodyguard         SC R         9.00           Lance         EG U         1.25         Volcanic Eruption         SOR R         4.00           Ley Druid         SC U         1.00         Volcanic Island         LAN R         18.00				0 4 0				
Medion Warlord         SC U         1.50         ■ Verduran Enchantress         SC R         3.50           Medizu         EL R         4.00         ■ Vessuvan Doppelganger         SC R         20.00           Lance         EC U         1.25         ■ Velcran Bodyguard         SC R         9.00           Ley Druid         SC U         1.00         ■ Volcanic Eruption         SOR R         4.00								
● Kormus Bell         ART R         4.00         ■ Vesuvan Doppelganger         SC R         20.00           ● Kudzu         EL R         4.50         → Veteran Bodyguard         SC R         9.00           ● Lance         EE U         1.25         ● Volcanic Eruption         SOR R         4.00           ● Ley Druid         SC U         1.00         ● Volcanic Island         LAN R         18.00					_			
● Kudzu         EL R         4,50         ✓ Veteran Bodyguard         SC R         9,00           Lanee         EG U         1,25         ● Volcanic Eruption         SOR R         4,00           Ley Druid         SC U         1,00         ● Volcanic Island         LAN R         18,00		R						
Ley DruidSC U 1.00    Volcanic IslandLAN R 18.00	● KudzuEL	R	4.50		0	Veteran BodyguardSC		
		7		:				
AND THE RESIDENCE OF THE PARTY	Ley DruidSC	U	1.00		•	voicanic IslandLAN	R	18.00
		g,ac	Na Astronomic Const		o Table	Constitution of the consti	49740	SESTONNAMON'S

	Steep.		eceptor.		aua	KLEW CHECK
● Wall of Air	U U U	1.00 1.00 1.00 1.00 1.00 1.00 1.50	0	Badlands         LAM           Basalt Monolith         ART           Bayeu         LAM           Birds of Paradise         SC           Bottle of Suleiman         ART           Braingeyser         SOR           Brass Man         AC	U R R R	13.00 1.59 13.00 7.00 2.50 10.00 1.00
Seven (	of .	Nine		võyage	R	



#### RESISTANCE ISNU SO CUTILE

Tertiary adjunct of unimatrix zero one. Sounds important, eh? It is, Although Seven of Nine didn't realize it until she rejoined the collective, unimatrix zero one is a unit that answers directly to the Borg Queen. The Queen planned to have Seven of Nine join the crew of Voyager to gain a better understanding of humanity; unfortunately, the plan worked too well, and Seven turned against the Quee

200		-	SHADINE STREET	530
	Wall of WaterSC	U	1.00	-
•	WanderfustEC	U	1.00	-
•	Warp Artifact EA	R	2.75	-
9	Water Elemental SC	U	1.00	-
•	WebEC	R	3.50	-
	Wheel of FortuneSDR	R	12.00	-
0	White KnightSC	Ü	2.25	(
0	White WardEC	ü	1.00	4
•	Will-O'-The-WispSC	R	5.50	1
0	Winter OrbART	R	5.00	1
*	Wooden Sphere ART	U	.75	-
•	Word of CommandINS	R	45.00	(
0	Wrath of GodSOR	R	8.00	1
	Zombie MasterSC	R	5.50	(

#### **REVISED EDITION**

**WIZARDS OF THE COAST-1994** Cards are white-bordered and nearly identical to Unlimited cards. Unlisted cards are worth 80% of Unlimited price. Printing of Unlimited cards gave them rich, vibrant colors while Revised has very dull colors. Unlimited cards also had a much lower print run and are more highly sought by collectors.

Full Set (305 cards)	\$285.00
Starter Deck (60 cards)	31.00
Starter Box (10 decks)	250.00
Booster Pack (15 cards)	11.00
Booster Box (36 packs)	325.00
Aladdin's LampART F	2.50
Aladdin's RingART F	2,50
Armageddon ClockART F	₹ 2.50
● AtogSC (	.25

115	it the uveen.	n es	
	CloneSC	Ð	5.00
	Contract From BelowSOR		3.50
	CrumbleINS	U	1.00
(1)	Dancing ScimitarAC	R	2.50
•	Demonic AttorneySOR	R	3.00
•	Demonic HordesSC	R	10.00
•	Demonic TutorSOR	U	4.50
	Desert TwisterSDR	Ü	1.00
	Dragon EngineAC	R	2.00
	Dwarven WeaponsmithSC	U	.75
\$	Ebony HorseART	R	2.00
•	El-HajjajSC	R	3.00
0	Energy FluxEN	U	.50
•	Erg RaidersSC	C	.25
0	Eye for an EyeINS	R	3.50
0	Flying CarpetART		3.00
8	Hurkyl's RecallINS	R	3.00
			3.00
(4)			6.00
*	Jandor's RingART	R	3.00
0	Jandor's SaddlebagsART	R	2.00
	Kird ApeSC	C	
•	Magnetic MountainEN	R	3,00
•	Mijae DjinnSC	R	5.00
-	MillstoneART	R	6.50
0	Amount a seer moranino il rese	Ř	2.50
0		R	2.00
۹	OrnithopterAC	U	.50
•	Plateau,LAN		12.00
	Primal ClayAC	R	2.00
	Rack, TheART		1.00
	ReconstructionSDR		.25
	Reverse PolarityINS		.25
	Rocket Launcher , ART		4.00
			12.00
	ScrublandLAN		12.00
9	Serendib EfreetSC	R	8.00

	ShatterstormSOR	U	1.50
0	Sol RingART	U	5.00
	Sorceress QueenSC	R	5.00
	TaigaLAN	R	12.00
	Titania's SongEN	R	3.00
	Tropical IslandLAN	R	12.00
	TundraLAN	R	12.00
	Underground SeaLAN	R	12.00
0	Unstable MutationEC	C	.25
	Volcanic IslandLAN	R	12.00

#### **FOURTH EDITION**

**WIZARDS OF THE COAST-1995** Cards contain a 1995 copyright date beneath the artist's name on the front of the card. Full Set (378 cards) ......\$200.00

Starter Deck (60 cards) .......10.00 Starter Box (10 decks) .........90.00

Ottarior Dan (10 decino)						
Booster Pack (15 cards)3.25						
Booster Box (36 packs)						
Commons						
Unlisted Uncommons						
Air ElementalSC U .75						
M Aladdin's LampART R 2,50						
Maddin's Ring						
O Angry MabSC U .50						
Animate DeadEN U .50						
O Animate WallEC R 2.00						
Ankli of Mishra ART R 2.50						
O ArmageddonSOR R 7.00						
Armageddon Clock ART R 2.50						
Ashes to AshesSOR U 1.00						
Aspect of WolfEC R 2.50						
Bad MoonEN R 6.00						
O Balance SOR R 4,00						
Ball LightningSC R 12.00 Birds of ParadiseSC R 6.50						
Black Mana Battery ART R 2.50						
O BlessingEC R 3.00						
Blue Mana Battery ART R 2.00						

	Brass ManAC	U
	Bronze TabletART	R
•	Carrion AntsSC	U
	ChaoslaceINT	R
$\circ$	Circle of Protection: Artifact	

Bottle of Suleiman .....

0

GREKWOOK AVIAN	100	N	3.183
Clockwork Beast	1C	R	2.50
Cockatrice	SC	R	3.50
Colossus of Sardia	VC	R	5.00
Control Magic	EC	U	1.50
@ Coral Heim	RT	R	2.00
Cosmic Horror		R	3.00
Crimson Manticore	SC	R	2.50
O CrusadeI			6.00
Cursed Land			
Dancing Scimitar			2.50
Deathlace,	NT		1.50
Dingus Egg	RT	R	3.00
Disrupting Scepter A	RT	R	3.00
O Divine TransformationI	EC	U	1.00
Dragon Engine	4C	R	1.50
Dragon Whelp	SC	U	1.50
Drain PowerS			3.50
EarthquakeS	OR	R	4.00
Ebony Horse	RT	R	2.00
● El-Hajjaj	SC	R	2.50
O Elder Land Wurm			
Elvish Archers			3.00
O Eye for an Eye	NS	R	2.50
Fellwar Stone	RT	U	1.50
Flying Carpet		R	2.50
Force of Nature	SC		6.00
Fungusaur	SC	R	3,00
Gaea's Liege	SC ·	R	4,50
Goblin King	SC	R	4.00
Greed			
Green Mana BatteryA	RT	R	
Helm of ChatzukA Hive, The	RT	R	2.00
Hive, The	RT	R	3.50
Howling Mine	RT	R	7.00
Hurkyl's Recall	NS	R	2.00
Hurr Jackal			
<ul> <li>Hypnotic Spector</li> </ul>			
nferna I	2.14	R	4.00

.....INS R

SC R 2 00

● Instill Energy ......EC U

O Island Sanctuary .....EN R

Jandor's Saddlebags ...ART R

Island Fish Jasconius ...

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Pric	2	
Jayemdae TomeART	R	4.00
Junun EfreetSC		1.00
● Keldon WarlordSC	U	.50
● Killer Bees ⋈ZSC	_	1.75
○ KismetEN  • Kerrnus BellART	-	1.00
O Land TaxEN		4.00
LeviathanSC	R	4.00
LifelaceINT	R	1.50
Living ArtifactEA  Living LandsEN	Ns.	2.00 2.00
Dering Carlos	R	4.00
Lord of the PitSC     Magical HackINT	R	5.50
Magical Hack	R	3.50
<ul> <li>Magnetic MountainEN</li> <li>Mahamoti DjinnSC</li> </ul>		2.00 7.00
		2.50
Mana FlareEN	R	5.00
Mana Short	Re	3.50
<ul> <li>Mana VaultART</li> <li>ManabarbsEN</li> </ul>		5.50 2.50
MeekstoneART		3.00
■ MilistoneART	R	5.00
Mind TwistSOR	R	250
<ul> <li>Mishra's FactoryLAN</li> <li>Mishra's War MachineAC</li> </ul>		4.90 50 1.75 1.75 1.200 4.00 4.00 4.00 2.200 2.200 2.200 5.550 3.5
Nether ShadowSC		2.50
Nevinyrral's DiskART		7.00
<ul> <li>Nevinyrral's Disk ART</li> <li>Nightmare SC</li> </ul>	R	6.00
O Northern PaladinSC  OnuletAC	R.	5.00
O Personal IncarnationSC		1.75 3.00
Pirate Ship		200
Pirate Ship SC Power Surge EN	R	2.50
Primal ClayAC		1.50
Psionic EntitySC  O PurelaceINT	R	2.50 1.50
Rack, TheART	U	1.00
Radjan Spirit SC	U	.50
<ul> <li>Rag ManSC</li> </ul>	R	2.50
RebirthSOR		2.00
Red Mana BatteryART  Reverse DamageINS	R	2.00 4.50
O Reverse DamageINS O RighteousnessINS	R	3.00
Royal AssassinSC	R	6.00
O Savannah LiensSC	R	
Sengir VampirėSC	U	4.00 5.00
O Serra AngelSC  ■ ShapeshifterAC	U	1.00
Shivan DragonSC	-	4.00
SimulacrumINS	U	.50
Siren's CallINS	U	.50
Sleight of MindINT	R	2.00 1.50
Smoke	R	3.50
O Spirit LinkEC	U	2.50
StasisEN	R	3.50
Strip MineLAN		3.00 2.50
<ul> <li>Sunglasses of Urza ART</li> <li>Swords to Plowsheres INS</li> </ul>	U	1.25
Sylvan LibraryEN	R	s nn
<ul><li>Tempest EfreetSC</li></ul>	R	2.00
TetrayusAC	R	4.00
Thoughtlace	R	2.00
Time ElementalSC	R	4.50
Titania's SongEN	R	2.00
TUBICOUNT	R	3.50
Urza's AvengerAC	R	1.00
<ul> <li>Uthden TrollSC</li> <li>Verduran EnchantressSC</li> </ul>	R	1.00 3.50
Volcanic EruptionSOR		2.50
■ WanderlustEC	U	.50
Warp ArtifactEA		1.50
Web	R	2.00
<ul><li>Whirting Dervish SC</li></ul>	U	1.00
Will-O'-The-WispSC	R	4.50
Winds of Change SOR	R	2.50

•	Zombie	Moster	SE	R	2.50
-	_	_		-	_

FIFTH EDITION	
WIZARDS OF THE COAS	r-1997
Full Set (449 cards)	
Starter Deck (60 cards)	8.50
Starter Box (12 decks)	
Booster Pack (15 cards)	2.75
Booster Box (36 packs)	78.00
Commons	

Starter Box (12 decks)	
Booster Pack (15 cards)	2.75
Booster Box (36 packs)	78.00
Commons	15
O Abbey GargoylesSC L	.50
Abyssal SpecterSC L	1.00
Adarkar WastesLAN F	5.00
• Æther StormEN U	.75
Air ElementalSC U	.50
Akron LagionnaireSC F	
Aladdin's RingART f	2.00
An-Havva ConstableSC F	2.50
O Angry MobSC L	.50
Animate DeadEN L	.50
O Animate WallEC I	
<ul> <li>Ankh of MishraART I</li> </ul>	3.00
Anti-Magic AuraEC U	.50
O Arenson's AuraEN U	.50
O ArmageddonSOR I	7.00
Ashes to AshesSOR I	.50
Ashnod's AltarART I	.50
Aspect of WolfEC	3.00
● AtogSC I	.50
Azure DrakeSC I	.75
Bad MoonEN 1	5.50
Ball LightningSC f	12.00
Barl's CageART I	2.50
Binding GraspEC I	1.00
Birds of ParadiseSC I	6.50
Black KnightSC	1.00
● BlightEL U	J .50
O Blinking SpiritSC I	5.00
Bog WraithSC	.50

Breading PitEN	IJ	1.75
Broken VisageINS	R	2.50
BrushlandLAN	R	4.50
O Caribou RangeEL	R	3.00
Carrion AntsSC	U	1.00
O CastleEN	U	.50
Cave PeopleSC	U	.50
O CoP: ArtifactsEN	U	1.00
City of BrassLAN	R	11.00
Clockwork BeastAC	R	3.00
Clockwork SteedAC	U	.50
CockatriceSC	R	3.00
Colossus of SardiaAC	R	5.00
ConquerEL	U	1.00
Coral Helm	R	2.00
Craw GiantSC	U	1.00
Crimson ManticoreSC	R	3.00
Crown of the AgesART	R	3.00
Crumble	U	.50

Bottle of Suleiman ... ART R

Bottomless Vault .....LAN R

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Co dingram trattation to the	1, 0,00
Crystal RodART	U .50
Cursed LandEL	U .50
Dance of ManyEN	R 3.25
<ul> <li>Dancing Scimitar</li> <li>AC</li> </ul>	R 2.00
O Death SpeakersSC	U .50
<ul><li>DeathgripEN</li></ul>	U 1.00
DeflectionINT	
DerelorSC	R 2.50
<ul><li>Desert TwisterSOR</li></ul>	U .75
DetonateSOR	U .50
Diabolic MachineAC	U .50
● Dingus EggART	R 3.00
Disrupting ScepterART	R 3.25
O Divine Transformation EC	U .75
Dragen EngineACAC	R 2.00
Drain PowerSOR	R 4.00
O Dust to DustSOR	U .50

Dwarven Catapult.....INS U

■ Dwarven Hold .....LAN R 2.50

O Crusade .....EN R

	Dwarven RuinsLAN	U	.5
•	Earthquake	R	3.5
	Ebon StrongholdLAN		.5
•	Elder DruidSC	R	4.0
	Elkin BottleART	R	2.5
ě	Elven RidersSC	U	1.0
	Elvish ArchersSC	R	3.0
•	Energy FluxEN	U	.5
	Evil Eye of Orms-by-Gore		E
443	SCSC	U	135
•	Evil PresenceEL	U	.5
0	Eye for an EyeINS	R	3.0
۰	Fallen AngelSC	U	1.5
	FeedbackEE	Ų	.5
	Feldon's CaneART	U	1.2

50	Howling MineART R	7.00	:
			:
50	<ul><li>Hurkyl's RecallINS R</li></ul>	3.00	:
50	<ul><li>HurricaneSOR U</li></ul>	1.00	:
00	HydrobiastINT U	.50	:
50	O Icatian PhalanxSC U	.75	:
00	● Icatian StoreLAN R	2.00	:
00	O Icatian TownSOR R	3.00	:
50	● Ice Floe , LAN U	.75	i
	● InfernoINS R	4.00	:
50	Infinite Hourglass ART R	2.50	:
50	● Instill EnergyEC U	.75	:
.00	Iron StarART U	.50	i
50	● Ironclaw CurseEC R	2.00	į
50	O Island SanctuaryEN R	2.00	:
.25	lvory CupART U	.50	:
			:

Great Defender	
State Datamen	
	8
<b>国政产及23条 公</b> 位于	
	3
And 444 has a second of the se	
Instant	
111111111111111111111111111111111111111	
Target creature gains +0/+X	
until end of turn where X is	
the creature's casting cost.	
300	
Blic. @ 1994 : zlark Poole	

#### THE OLD SWITCHEROO

A couple card pictures had some funny business going on with them. Legends' Great Defender was originally intended to be a blue card, but white fit the card's theme better. And the picture on Ice Age's Black Scarab is upside down! The red strings in the picture make the bug "hang" upward.

The state Street of the state of the	A CHARLEST THE STATE OF THE STA
Fellwar StoneART U 1.00	O Ivory GuardiansSC U .50
Feroz's BanART R 2.00	Jade MonolithART R 2.00
Fire Drake	Jalum Tome ART R 3.00
Flame SpiritSC U .75	Jandor's Saddlebags ART R 2.50
FlashfiresSOR U .50	Jayemdae TomeART R 3.75
Flying CarpetART R 2.50	<ul> <li>Jester's CapART R 10.00</li> </ul>
Force of NatureSC R 5.50	■ Johtull WurmSC U .50
ForgetSOR R 2.50	■ JekulhaupsSOR R 6.00
Fountain of Youth ART U .75	Joven's ToolsART U .50
FungusaurSC R 3.00	O Justice
Fyndhorn ElderSC U .75	● Juxtapose
Game of Chaos SOR R 2.50	O KarmaEN U .75
Gauntlets of Chaos ART R 3.50	■ Karplusan ForestLAN R 4.50
Glacial Wali	● Keldon WarlordSC U .50
Glasses of UrzaART U .50	■ Killer BeesSC U 1.00
● GloomEN U .50	O Kismet
Goblin King SC R 4.00	O Kjeldoran Royal Guard SC R 4.00
Goblin WarrensEN R 3.00	O Kieldoran Skycaptain SC U .50
O Greater Realm of Pres. EN U 1.50	■ Knight of Stromgald\$C U 1.00
Greater Werewolf SC U .50	Leshrac's RiteEC U .50
Havenwood Battleground	■ LeviathanSC R 4.50
	O Ley DruidSC U .50
● HecatombEN R 4.50	● LhurgoyfSC R 6.00
Helm of ChatzukART R 2.00	Library of LengART U .50
O HipparionSC U .50	LifeferceEN 8 .75
● Hive, TheART R 3.00	<ul> <li>LifetapEN U</li></ul>
Hollow TreesLAN R 2.00	Living ArtifactEA R 2.00

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		_	
Living Lands	EN	R	2.00
Lord of Atlantis	.SC	R	4.00
Lord of the Pit	sc	R	6.59
Lure	EC	U	.50
Magical Hack	.INT	R	2.50
Magus of the Unseen.	sc	R	4.00
Mana Clash	. SOR	R	2.00
Mana Flare	EN	R	5.00
Mana Vault	.ART	R	5.50
Manabarbs	EN	R	2.50
Meekstone	.ART	R	3.80
Millstone	. ART	R	5.50
Mind Bomb	. SOR	U	.50
Mind Warp	.SOR	U	.75
Male Worms		U	.50
Necropotence		Ř	9.00
Nether Shadow		R	4.00
Nevinyrral's Disk			7.50
Nightmare			5.75
Obelisk of Undoing			2.50
Orcish Artillery	sc	U	.50
Orcish Captain		Ú	.50
Orcish Oriflamme			.75
Orcish Squatters		R	3.50
Order of the Secret T			3.00

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Order of the Sacred Torch		
SC	R	3.5
O Order of the White Shield		
SC	U	1.2
● OrggSC	R	3.0
OrnithopterAC	IJ	.5
Pentagram of the Ages ART	R	3.5
O Personal locarnation SC	R	3.5
Phantasmal ForcesSC	ij	.5
Phantom Monster SC	U	.5
Pirate ShipSC	R	2.7
● PoxSOR	R	4.6
Primal ClayAC	R	2.0
Primal OrderEN	R	4.0
Primordial DozeSC	U	.5
PyroblastINT	U	.7
PyrotechnicsSOR	U	.7
Rabid WombatSC	U	1.1
Radjan SpiritSC	U	.5
■ Rag Man SC	R	3.0
RecallSOR	R	2.5
O Reverse DamageINS	R	4.0
O RighteousnessINS	R	3.0
Rod of RuinART	U	.5
Ruins of TrokairLAN	U	.7
O Sacred BoonINS	U	.0
Sand SilosLAN	R	2.0
Sea SpiritSC	U	.7
Sea SpriteSC	U	- 3

Seasinger .....SC U

Segovian Leviathan ...SC U

 Sengir Autocrot .....SC R O Seraph ......SC R

Surpent Generator ... ART R

O Serra Bestiary ......AC U

O Serra Paladin ......SC U

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Shapeshifter ......AC U
Shatterstorm .....SOR U Shiyan Dragon ......SC R Sibilant Spirit SC R Skull Catapult ...... ART U Sleight of Mind .....INT R Smoke .....EN R ● Sorceress Queen .....SC R Soul Barrier ......EN U Soul Net .....ART U O Spirit Link .....EC U Stampede INS R
Stasis EN R Steal Artifact ......EA U Stone Giant ......SC U Stone Spirit......SC U Stromgald Cabal .....SC R
 Sulfurous Springs ...LAN R Svyelunite Temple ...LAN U
 Sylvan Library ,....EN R Tawnos's Weaponry ... ART U ● Thicket Basilisk .....SC U Throne of Bone .....ART U • Thrull Retainer......EC U

Time Bomb......ART R

● Titania's Song ......EN R 

## MAGIC DATA

U=UNCOMMON R=RARE C=COMMON

Time Elemental

ARTIFACT BLACK BLUE EA EC ART Artifact AC Artifact Creature CR Current Rarity

PRICE

Enchant Artifact Enchant Creature EL Enchant Land

& GOLD GREEN EN Enchantment EW Enchant World INS Instant

● RED ○ WHITE ● LAND INT Interrupt
LL Legendary Land
MS Mana Source

SC Summon Creature Summon Legend SOR Sorcery

.....SC R

Winds of Change ..... SOR R

Winter Blast ........................SOR U

Wrath of God ......SDR R Xenic Poltergeist .....SC R Wrath of God

Winter Orb .....

2.50

ART R 4.50

.75

6.50

NAMES AND PROPERTY OF STREET AND PROPERTY OF STREET AND PROPERTY OF STREET AND PROPERTY.	NAMES OF STREET
● Untamed WildsSOR U .50	O Pi
Urza's AvengerAC R 3.50	⊕ Pı
• Brza's BaubleART U .50	O R
● Verduran Enchantress SC R 2.50	Ri
• Wall of Air	R
• Wall of BoneSC U .50	• S
- 11011 01 00110 1111111111111111	• S
O 11411 01 21411111110 0 111	SE
- 11411 01 1110 111111111111111111111111	Se Se
Wall of StoneSC U .50	O SI
O Wall of Swords, SC U .50	Si
WanderlustEC U .50	
Warp ArtifactEA R 2.00	● Si
Whirling DervishSC U 1.00	• Sc
O White KnightSC U 2.00	• St
Wind SpiritSC U .50	• U
Winds of Change SOR R 2.50	ON
Winter BlastSOR U .75	• W
Winter Drb	Yo
Wolverine PackSC U .50	_
Wooden SphereART U .50	AN
Word of BlastingINS U .50	
O Wrath of GodSOR R 7.50	WIZ
Wretched, TheSC R 4.50	Full Se
● Wylufi WolfSC R 3.00	Booste
● Xenic PoltergeistSC R 2.50	Beaste
● Zombie MasterSC R 3.50	
Zur's Weirding EN R 3.50	A A
	OA
TRABLESI SUSIES	OA
ARABIAN NIGHTS	Ar

	Urza's BaudieAKI		UG.		Repentant biasksinuiou K	4,00
	Verduran Enchantress SC		2.50		Ring of Ma'rufART R	40.00
	Wall of AirSC	U	.50			14.00
	Wall of BoneSC	U	.50		Sandais of Abdallah ART R	8.00
	Wall of Brambles ,, SC	U	.50		SandstormINS C	1.00
	Wall of FireSC	U	.50	*	Serendib DjinnSC R	25.00
	Wall of StoneSC	IJ	.50	•		22.00
0	Wall of SwordsSC	U	.50	С	ShahrazadSOR R	20.00
	WanderlustEC	U	.50		SindbadSC R	4.00
	Warp ArtifactEA	R	2.00	: •	Singing TreeSC R	40.00
	Whirling DervishSC	U	1.00		Sorceress QueenSC R	9.00
	White KnightSC	U	2.00		Stone-Throwing DevilsSC C	5.50
		II	.50		Unstable MutationEC C	1.50
-	Wind SpiritSC Winds of ChangeSOR				War ElephantSC C	2.00
						4.00
	Winter BlastSOR		.75		Ydwen EfreetSC R	12.00
	Winter OrbART		3,50	•	Tuwell Chest	12.00
	Wolverine PackSC		.50	-		
	Wooden SphereART		.50	ı	NTIQUITIES =	
	Word of BlastingINS	U	.50			
0	Wrath of GodSOR	R	7.50		VIZARDS OF THE COAST-19	
	Wretched, TheSC	R	4.50		ill Set (100 cards)\$2	
	Wylufi WolfSC	R	3.00	Bo	ooster Pack (8 cards)	20.00
	Xenic PoltergeistSC	R	2.50	Be	ooster Box (60 packs) 9	30.00
	Zombie MasterSC	R	3.50	:		
	Zur's Weirding EN	R	3.50		Amulet of KroogART C	1.00
_	mer o stonend harring	**	4		Argivian ArchaeologistSC R	37.00
				Č		1.00
A	RABIAN NIGHTS	13	w/			.75
	IZARDS OF THE COAST			, -	Argothian TreefolkSC C	.75
		-				5.00
	Set (78 cards)				Artifact BlastINT C	1.00
	oster Pack (8 cards)			•		.78
Ro	oster Box (60 packs)	٥,,	,900.00			1.00
0	Abu Ja'farSC	U	4.00			2.50
	AladdinSC	R	9.00		,	2.50
	Aladdin's LampART	R	5.00			2.00
	Aladdin's RingART	R	6.00		AtogSC C	1,00
	Ali BabaSC	R	4.00			.75
	Ali from CairoSC	R	75.00		Bronze TabletART R	5.00
	Army of Allah	C	6.00		Candelabra of TawnosART R	48.00
	Bazaar of Baghdad LAN		20.00		Circle of Protection: Artifact	
	Bird MaidenSC		1.00	: .	EN U	7.00
			5.75		Citanul DruidSC U	3.00
	Brass ManAC	R	3,00		Clay StatueAC C	,75
	CamelSC	C	2.50		Clockwork AvianAC R	8.50
		_	14.00		Colossus of SardiaAC R	9.00
ĕ			30.00		Coral HelmART R	5.00
-					CrumbleINS C	1.00
_	Cuombajj WitchesSC	C	1.25		Cursed Rack	2.50
	CycloneEN	R	4.00		Damping FieldEN U	2.50
	Dancing ScimitarAC	R	6.00	: -		3.00
	DandanSC	C	1.00	•		
•	DesertLAN	C	3.50		Drafna's RestorationSOR C	1.00
		C	2.50		Dragen EngineAC C	1.50
	Desert TwisterSOR		4.00		Dwarven Weaponsmith SC U	2.00
	Diamond ValleyLAN	R	75.00		Energy FluxEN U	2.00
	Drop of HoneyEN		48.00		Feldon's CaneART U	7.00
			6.00		Gaea's AvengerSC R	10.00
•		R	6.50		Gate to Phyrexia EN U	3.00
•			28.00		Goblin ArtisansSC C	1.50
•	Erg RaidersSC	C	1.00	: •	Golgothian SylexART R	6.00
•	Erhnam DjinnSC		35.00		Grapeshot CatapultAC C	.75
			6.00		Haunting WindEN U	2.50
		R			Hurkyl's RecallINS R	4.00
		C	1.00		Ivory TowerART U	6.50
	Flying CarpetART	_	6.00			5.00
	Flying MenSC		5.00		Jakum Teme	4.00
	Ghazban OgreSC		1.50		Martyrs of KorlisSC U	
		C	1.00		MightstoneART U	3.50
		R	66.00		MillstoneART U	7.00
	Hasran OgressSC	C	1.00		Mishra's FactoryLAN U	10.00
	Hurr JackalSC	C	1.50		Mishra's Factory (Winter) LAN U	15.00
	Ifh-Biff EfreetSC	R	32.00		Mishra's War MachineAC R	4.00
		R	5.75		Mishra's WorkshopLAN R	38.00
	Island of Wak-Wak LAN		35.00		Obelisk of UndoingART R	8.00
	Jandor's RingART		6.00		OnuletAC U	2.00
	Jandor's SaddlebagsART		6.00		Orcish MechanicsSC C	.75
					OmithopterAC C	1,00
	Jeweled BirdART		4.00		Phyrexian GremtinsSC C	2.00
	JihadEN		45.00		Power ArtifactEA U	4.00
	Junun EfreetSC	R	8.50		,	3.50
		R	200.00	. •	PowerleechEN U	J.JI
	Juzam DjinnSC Khabal GheulSC		36.00	: -	Priest of Yawgmoth SC C	.75

● Khabal Gheul . . . . . . . SC R 36.00

Kird Ape ......SC C 2.00
Library of Alexandria ...LAN R 180.00

Magnetic Mountain .....EN R

Merchant Ship ......SC R

Metamorphosis ......SOR C

Mijae Djinn .....SC R

O Moorish Cavalry ......SC C

Mountain .....LAN C

Nafs Asp .....SC C

Oasis .....LAN U

Old Man of the Sea .....SC R

Oubliette .....EN C

17.00

8.00

1.50

9.00

4.00

5.00

34.00

Strip Mine (sky picture) LAN U

● Su-Chi......AC U

O King Suleiman ......SC R

		相	
	PietyINS	C	1.00
	PyramidsART	R	25.00
ı	Repentant BlacksmithSC		4.00
	Ring of Ma'rufART		40.00
	Rukh EggSC		14.00
	Sandals of AbdallahART		6.00
	SandstormINS		1.00
	Serendib DjinnSC	R	25.00
	Serendib EfreetSC	R	22.00
ı	ShahrazadSOR	R	20.00
	SindbadSC	R	4.00
	Singing TreeSC	R	40.00
	Sorceress QueenSC	R	9.00
	Stone-Throwing DevilsSC	C	5.50
	Unstable MutationEC	C	1.50
	War ElephantSC	Č	2.00
	Wyluli WolfSC	Č	4.00
	Ydwen EfreetSC	Ř	12.00
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	NTIQUITIES 7		-
	IZARDS OF THE COAST-	1	994
	Set (100 cards)		\$290.00
	notes Deals (O cards)		

Tunon Enout.	12,00
ANTIQUITIES	9 <b>94</b> 290.00 . 20.00
Marulet of KroogART C  Argivian ArchaeologistSC R  Argivian BlacksmithSC C  Margothian PixlesSC C	1.00 37.00 1.00

moster bux (no banks)		000.00
Manulet of KroogART	C	1.00
Argivian ArchaeologistSC	R	37.00
Argivian Blacksmith SC	C	1.00
Argothian PixiesSC	C	.75
Argothian TreefolkSC	C	.75
Armageddon ClockART	U	5.00
Artifact BlastINT	C	1.00
Artifact PossessionEA	C	.78
Artifact WardEC	C	1.00
Ashnod's AltarART	C	2.50
Ashnod's Battle GearART	U	2.50
Ashnod's Transmogrant ART	C	2.00
AtogSG		1.00
Battering RamAC	C	.7!
▶ Bronze TabletART		5.00
Candelabra of Tawnos ART		48.00
Circle of Protection: Artifact		
EN	Ш	7.00
Citanul DruidSC		3.00
Clay StatueAC		.75
Clockwork Avian AC		8.50
Colossus of SardiaAC		9.00
w universe of united	11	0.00

	Dwarven Weaponsmith SC	U	2.00
•	Energy FluxEN	U	2.00
0	Feldon's CaneART	U	7.00
	Gaea's AvengerSC	R	10.00
•	Gate to Phyrexia EN	U	3.00
9	Goblin ArtisansSC	C	1.50
	Golgothian SylexART	R	6.00
0	Grapeshot CatapultAC	C	.75
•	Haunting WindEN	U	2.50
•	Hurkyl's RecallINS	R	4.00
•	Ivory TowerART	U	6.50
	Jalum Tome ART	U	5.00
Э	Martyrs of KorlisSC	U	4.00
	MightstoneART	U	3.50
	MillstoneART	U	7.00
•	Mishra's FactoryLAN	U	10.00
•	Mishra's Factory (Winter) LAN	U	15.00
0	Mishra's War MachineAC	R	4.00
	Mishra's WorkshopLAN	R	38.00

	Mishra's War MachineAC	R	4.00	_
	Mishra's WorkshopLAN	R	38.00	16
	Obelisk of UndoingART	R	8.00	W
	OnuletAC	U	2.00	Fuli
	Orcish MechanicsSC	€	.75	
	OmithopterAC	C	1.00	Boos
	Phyrexian GremtinsSC	C	2.00	Boos
	Power ArtifactEA	U	4.00	Unlis
	PowerleechEN	u	3.50	
	Priest of Yawgmoth SC	C	.75	
	Primal ClayAC	U	2.50	
	Rack, TheART	IJ	3.00	
	RakaliteART	Ш	2.00	
	ReconstructionSOR	C	1.00	•
0	Reverse PolarityINS	C	1.00	•
	Rocket LauncherART	R	4.00	
	Sage of Lat-NamSC	C	1.00	0
	ShapeshifterAC	R	4.00	
	ShatterstormSOR	R	5.00	•
	Staff of ZegonART	C	.50	
	Strip MineLAN		9:00	0
-	m. 1 mm 4 4 4 4 1 1 1 1 1 1 1 1 1 1 1 1 1		14.00	

11.00

4.50

	Tawnos's CoffinART	R	25.00
	Tawnos's WandART	U	2.00
	Tawnos's WeaponryART	U	2.50
	TetravusAC	R	5.50
	Titania's SongEN	U	3.00
	Transmute ArtifactSOR	U	3.50
	TriskelionAC	R	7.50
	Urza's AvengerAC	R	9.00
	Urza's ChaliceART	C	1.00
	Urza's MineLAN	C	.50
	Urza's MiterART	R	7.50
_	Urza's Power Plant LAN		.50

Arcades SabbothSC	R	12.00
Arena of the AncientsART	R	5.00
Avoid FateINT	C	1.00
Axelrod GunnarsonSC	R	8.00
Ayesha TanakaSC	R	6.00
Azure DrakeSC	IJ	2.00
BackdraftINS	IJ	2.50
BackfireEC	IJ	2.00
Barbary ApesSC	€	1.00
Barktooth WarbeardSC	U	4.00
Bartel RuneaxeSC	R	10.00
<ul><li>Beasts of BogardanSC</li></ul>	U	3.00
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	- Erradi Hala Radas Has Arragant, o boosly harbes h	Drawing Nation. Sont by we confident and not too taxis and Son who both	John 15 Capture bright Franci by	N)
Section 1997				
	anwer 2	ARMITY 4		
	POWER 2	ABILITY 1		

## DOUBLE TAKES

## GREEDO-RIFFIC!

We all know what happened to Greedo in the Mos Eisley cantina, but what about after his death? The bartender Wuher cleaned up the mess and decided to use Greedo's flesh and blood in his still. The resulting pheremonal drink was extremely powerful. So raise your glass of... er, to Greedo. He may not have been a good bounty hunter, but he was an exceptionally good drink.

3.00

<ul> <li>Xenic Poltergeist,SC U 3.00</li> </ul>	Blood LustINS U
<ul> <li>Yawgmoth DemonSC R 8.00</li> </ul>	Blue Mana BatteryART U
● Yotian SoldierAC C	Boris DevilboonSC R
	Brine HagSC U
LEGELING -	Bronze Horse AC R
LEGENDS 声	Carrion AntsSC R
WIZARDS OF THE COAST-1994	<ul> <li>Cathedral of SerraLAN U</li> </ul>
Fuli Set (310 cards)\$950.00	<ul><li>Caverns of DespairEN R</li></ul>
Booster Pack (15 cards) 32.00	Chain Lightning SOR C
Booster Box (36 packs) 950.00	<ul> <li>Chains of Mephistopheles EN R</li> </ul>
Unlisted Commons	ChromiumSC R
	O CleanseSOR R
● AbominationSC U 2.00	O Clergy of the Hely Nimbus SC C
<ul> <li>Abyss, TheEN R 60.00</li> </ul>	CocoonEC U
Acid RainSOR R 14.00	Concordant CrossroadsEN R
Adun OakenshieldSC R 10.00	Cosmic HorrorSC R
<ul> <li>Adventurers' Guildhouse LAN U 2.00</li> </ul>	Craw GiantSC U
● Ærathi BerserkerSC U 4.00	■ CrevasseEN U
<ul> <li>Aisling LeprechauxSC C 1.00</li> </ul>	Crimson KoboldsSC C
O Akron LegionnaireSC R 4.00	Crimson ManticoreSC R
All Hallow's EyeEN R 40.00	Crookshank KoboldsSC C
Al-abara's CarpetART R 8.00	- Dakkon BlackbladeSC R
Alchor's TambART R 8.00	O D'Avenant ArcherSC C
O Angelic VoicesEN R 8.00	DarknessINS C
Angus MackenzieSC R 10.00	DeadfallEN U
Anti-Magic AuraEC C 1.50	<ul> <li>Demonic TormentEC U</li> </ul>
ArboriaEN U 4.00	Devouring DeepSC C

Urza's Tower.....LAN C Wall of Spears ......AC C ■ Weakstone ......ART U

			4.4
	Black Mana BatteryART	11	4.00
	Blazing EffigySC	C	1.00
•	BlightEL	11	2.00
	Blood LustINS	***	2.50
_	Blue Mana BatteryART		4.00
,	Boris DevilboonSC		8.00
4	Brine HagSC	ii	4.00
	Bronze Horse AC	R	5.00
		R	8.00
_	Cathedral of SerraLAN		2.00
	Caverns of DespairEN	-	8.00
	Chain Lightning SOR		7.00
	Chains of Mephistopheles EN	R	21.00
	ChromiumSC	R	12.00
0	CleanseSOR	R	12.00
Ō	Clergy of the Hely Nimbus SC	C	.75
	CocoonEC	U	3.00
	Concordant Crossroads EN	R	8.00
	Cosmic HorrorSC	R	6.00
	Craw GiantSC	U	5.00
	CrevasseEN	U	2.50
	Crimson Kobolds SC	C	1.00
	Crimson ManticoreSC	R	5.00
	Crookshank KoboldsSC	C	1.00
-	Dakkon BlackbladeSC	R	10.00
0	D'Avenant ArcherSC	C	.75
	DarknessINS	C	1.00
	DeadfallEN	U	3.00
	Demonic TormentEC	U	3.50

:	O	Divine Transformation	.EU	к	1.50
i		Dream Coat		U	4.00 3.00
:		Dwarven Song Elder Land Wurm		R	6.00
:		Elder Spawn		R	7.00
i		Elven Riders		R	5.00
:	0	Enchanted Being	22	C	1.00
÷			INS	C	1.00
i		Equinox		C	2.50
:		Eternal Warrior		U	2.00
:		Eureka		_	35.00
:		Evil Eye of Orms-By-Gore		U	4.00
:		Fallen Angel		U	5.00
:		Falling Star	SOR	R	8.00
:	•			C	1.00
i		Field of Dreams		R	10.00
:	•	Fire Sprites		C	1.25
:	•		SC	R	25.00
:		Flash Counter	INI	C	1.00
i		Floral Spuzzem	.SU	Ü	3.50
i	-	Forethought Amulat	ADT	C	1.00 8.00
		Fortified Area		C	1.50
:	•			Ü	3.50
i	Ĭ	Gabriel Angelfire		R	8.00
:		Gauntlets of Chaos			7.00
:		Ghosts of the Damned		C	1.00
:		Giant Turtle		C	.75
		Glyph of Delusion	INS	C	1.00
		Glyph of Destruction	INS	C	1.00
:		Glyph of Doom	INS	C	1.00
	0	Glyph of Life	INS	C	1.00
****		Glyph of Reincarnation	INS	C	1.00
	٠	Gosta Dirk	SC	R	9,00
		Gravity Sphere	.EN	R	16.00
i	0	Great Defender	ins	U	3.00
:	0	Great Wall	EN	U	3.00
:					
i				U	5.00
:		Greed		R	5.00
:	-	Green Mana Battery Gwendlyn Di Corci	AK!	U	4.00 9.00
:	•			R	9.00
i		Halfdane Hammerheim	. OU		4.50
:	•	Hazezon Tamar	SC	R	10.00
:		Headless Horseman		C	1.00
:	0	Heaven's Gate	2MI	Ü	4.00
:		Hell Swarm		C	1.00
:		Hell's Caretaker		Ř	12.00
:		Hellfire		R	15.00
:		Holy Day		C	1.00
:		Horn of Deafening		R	6.00
:		Hornet Cobra		C	1.00
:	•	Horror of Horrors	.EN	U	4.50
:		Hunding Gjornersen	.sc	U	4.00
:	•	Hyperion Blacksmith Ichneumon Druid ,	.SC	Ü	3.50
:		Ichneumon Druid	.sc	Ū	3.50
:	•	Imprison	.EU	R	9.00
:		In the Eye of Chaos		R	10.00
:		Indestructible Aura Infernal Medusa		C	.75 5.00
:		Infinite Authority			9.00
		Invoke Prejudice		R	10.00
		Ivery Guardians		Ü	3.25
		Jacques le Vert	SC.	R	10.00
		Jasmine Boreal	.SC	Ü	3.50
::	۰	Jedit Ojanen	.SC	U	3.50
	۰	Jerrard of the Closed Fist	SC	U	4.00
	٠	Johan	.SC	R	10.00
:	•	Jovial Evil	SOR	R	13.00
		Juxtapose	SOR	R	8.00
		Karakas	LAN	U	4.50
***		Kasimir the Lone Wolf		U R	4.00 8.00
	•	Kei Takahashi Killer Bees	22	R	8.00
	o	Kismet	FN	Ü	4.00
		Knowledge Vault	ART	R	8.00
:		Kobold Drill Sergeant	.SC	Ü	7.00
	•	Kobold Overlord	SC	R	12.00
		Kobold Overlord Kobold Taskmaster	SC.	IJ	7.00
:		Kobolds of Kher Keep	.SC	C	1.00
		Kry Shield	ART	U	3.50
	٠	Lady Caleria	.sc	R	8.00
		Lady Evangela Lady of the Mountain, The	SC	R	9.00
		Lady of the Mountain, The	SC	N	4.50
		Lady Orca		Ü	5.00
		Land Equilibrium		R R	14.00 g nn
	-	Land Tax	EN.	R	9.00 9.00
***		Lesser Werewolf		Ü	3.50
:		Life Chisel	ART		4.00
i		Life Matrix	ART	R	10.00
		Lifeblood			10.00

O Divine Intervention .....EN R

O Divine Offering ......INS C

O Divine Transformation ...EC R 7.50

O Lifeblood ............EN R 10.00



				Number of the second
	Living Plane		R	15.00
٠	Livonya Silone	.SC	R	10.00
•	Lord Magnus		e	5.00
-	Mana Drain			65.00
-	Mana Matrix	ART	R	12.50
	Marble Priest Marhault Elsdragon		U	3.50
	Master of the Hunt	SC.	R	12.00
0	Mirror Universe	ART	R	90.00
0			R	75.00 8.00
•	Mold Demon Moss Monster		C	1.00
	Mountain Stronghold			3.00
•	Mountain Yeti		U	3.00
	Nebuchadnezzar		R	10.00 40.00
Ĭ	Nether Void	SC	R	12.00
	North Star	ART	R	8.00
0	Nova Pentacle Osai Vultures	.ARI	R C	12.00
	Palladia-Mors	.SC	R	12.50
0	Part Water Pavel Maliki	SOR	U	3.50
•	Pavel Maliki Pendelhaven	.SC	U	4.00 5.00
0	Petra Sphinx		R	8.00
	Pixie Queen	.sc		9,00
0	Planar Gate	.ART	R	9.00
0	Pradesh Gypsies	EN.	U	6.50
•	Primordial Ooze		U	2.00
-	Princess Lucrezia	,SC	U	4.00
9	Psionic Entity Psychic Purge	SOR	R	7.00
4		EC	U	3.00
	Pyrotechnics	SUR	U	1.00
•	Quagmire	.EN	U R	4.00 8.00
	Rabid Wombat		Ü	4.00
•	Radjan Spirit	.sc	U	3.00
	Raging Bull	.SC	C R	1.00 8.00
	Ragnar		IJ	4.00
	Ramses Overdark	.sc	R	12.00
0				9.00 10.00
•	Rasputin Dreamweaver Rebirth		R R	7.00
9	Recall	, SOF	U	9.00
9	Red Mana Battery			4.00
	Relic Barrier			4.00 6.00
			U	3.00
	Remove Enchantments	INS		1.00
9	Remove Soul			.75 7.00
	Revelation		R	9.00
				15.00
0	Righteous Avengers Ring of Immortals		U R	4.00 10.00
40	Riven Turnbull		U	4.00
•	Rohgahh of Kher Keep	.sc	R	10.00
•	Rubinia Soulsinger Rust	.SC.	R	8.00
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•	Seafarer's Quay	. LAN	U	3.00
0			U	2.50
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0	Serpent Generator	.AR		9.00
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<ul><li>Untamed WildsSOR</li></ul>	U 3.00
<ul><li>UrborgLAN</li></ul>	U 5.00
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	U 3.00
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<ul><li>White Mana BatteryART</li><li>Willow SatyrSC</li></ul>	U 4.00 R 9.00
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	U 7.00
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THE DARK	
WIZARDS OF THE COAST-	1994
Full Set (119 cards)	\$145.00

## Full Set (119 cards) ......\$145.00

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Unlisted Commons		25
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■ BansheeSC	U	2.00
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O Blood of the MartyrINS	U	1.50
Bone FluteART		1.00
Book of RassART	U	1.50
Brothers of FireSC	C	1.00
Cave PeopleSC	U	1,00
City of ShadowsLAN		3.00
O CleansingSOR	R	4.50
Coal GolemAC		2.00
Curse ArtifactEA	U	2.00
Dance of ManyEN		3.00
	-	

Dark Heart of the Wood EN C

Dark Sphere ......ART U

_			
	Diabolic MachineAC	11	1.50
	Dust to DustSOR		1.50
•	Eater of the DeadSC	U	2.00
0	Electric EelSC	U	1.50
•	Elves of Deep ShadowSC	U	2.50
	Eternal FlameSOR		3.00
	ExercistSC		6.00
	Fallen, TheSC		1.50
			1.50
	FastingEN		
	Fellwar StoneART		2.50
	Fire and Brimstone INS		2.00
•	Fire DrakeSC	U	1.00
	FloodEN	C	.75
60	Fountain of YouthART	C	1.50
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	Gaea's TouchEN		.25
	Ghost ShipSC		1.50
aldies.	Goblin WizardSC	U 88605	3.00
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	Grave RobbersSC		4.00
•	Hidden PathEN	R	4.50
•	InfernoINS	R	5.00
0	Knights of ThornSC	R	4.00
•	LaviathanSC		5.00
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	Psychic AllergyEN	R	4.00
•	Rag ManSC	R	3.00
0	Reflecting MirrorART	U	2.50
	RuneswordART		2.00
•	Safe HavenLAN	R	4.00
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-	Stone CalendarART	R	4,00
•	Tangle KelpEC	IJ	1.50
0	Tivadar's CrusadeSOR	IJ	2.00
4	Termod's CryptART	C	1.50
#	Tower of CoireallART	IJ	1.00
	Tracker	R	4.50
•	Uncle IstvanSC	U	2.00
0	Wand of IthART	U	2.75

Randing Darty 25
多人作品
三个学生第78岁
Enchananeal
Raiding Party may not be the rarger of white spells or effects.
0: Sacrifice an Orc to destroy all plains. A player may tap a white
creature to prevent up to two plains from being destroyed. Any
number of creatures may be rapped in this manner.
Mins. Oppinson Hoppins in 1994 Vision of the Count, the All natur treefront. (1997) 5.55

#### CAN'T TOUCH THIS

Plenty of creatures have protection from one color or another, and some, like *Exodus*' Paladin *en*-Vec, have protection from more than one color. A unique equivalent of protection was seen in the seldomused Fallen Empires enchantment Raiding Party, which is untargetable by white spells or effects, like Disenchant.

0	Living ArmorART	C	1.00	⊕ V	Var BargeART	U	3.00
	LurkerSC	R	3.00	● V	Vater WurmSC	C	.25
	Mana ClashSOR	R	3.50	• V	Whippoorwill	Ú	2.00
4	Mana Vortex EN	R	3.00	01	Nitch HunterSC	U	4.50
	Marsh GoblinsSC	C	.75	● V	Norms of the Earth EN	R	3.50
0	Martyr's CrySOR	R	4.00	• V	Varmwood TreefalkSC	R	3.75
	Maze of IthLAN	U	12.00	_			_
	Merfolk AssassinSC	U	4.00				A-
	Mind BombSDR	Ü	2.00		LLEN EMPIRE		
0	Miracle WorkerSC	C	.25	Wil	LARDS OF THE COAST-	199	14
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	Orc GeneralSC	Ű	1.50	Unlis	ted Commons		15
	People of the WoodsSC	U	1.50				
0	PreacherSC	R	11.50	( A	keolipileART	R	2.00

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LONCH HOM	and the second		
Deep Spawn			
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<ul> <li>Dwarven Catapul</li> </ul>	Frank MS	U	37.50
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Goblin Flotilla		K	2.00
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		R	3.00
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Raiding Party	EN	U	.50 2.50
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		יטי ונו	.50
<ul> <li>Thallid Devourer</li> <li>Thelon's Chant</li> </ul>		Ш	.50
<ul> <li>Thelon's Chant</li> <li>Thelon's Curse</li> </ul>	EN		1.50
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Zelyan Sword			1.75
se copus onditi	3 1 C3 4 1 7 3 4PA (	21	7120

Balm of Restoration ... ART R

 Bottomless VaultX .....LAN R Breeding Pit

FN II

## ICE AGE WIZARDS OF THE COAST-1995

SAMPAGED OF LIFE COLORS	
Full Set (383 cards)	\$180.00
Starter Deck (60 cards)	8.50
Starter Box (10 decks)	87.00
Booster Pack (15 cards)	2.95
Booster Box (36 packs)	80.00
Commons	
<ul> <li>Abyssal Specter SC</li> </ul>	U 1.75
Adarkar Sentinel AC	U .75
<ul> <li>Adarkar WastesLAI</li> </ul>	R 6.00

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0	Adarkar Sentinel AC	U	.75
•	Adarkar WastesLAN	R	6.00
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•	AggressionEC	U	.50
٠	Altar of BoneSOR	R	3.00
0	Amulet of QuozART	R	2.00
	AnarchySOR	R	1.00
0	Arcum's SleighART	U	.50
0	Arcum's Weathervane ART	U	.50
*	Arcum's WhistleART	Ü	.50
•	Ashen GhauiSC	Ш	.50

## MAGIC DATA

C=COMMON

U=UNCOMMON R=RARE RED

ARTIFACT BLACK ART Artifact
AC Artifact Creature
CR Current Rarity

PRICE

50

2.50

Enchant Artifact EC Enchant Creature
EL Enchant Land

**GOLD** GREEN BLUE EN Enchantment
EW Enchant World
INS Instant

INT Interrupt
LL Legendary Land
MS Mana Source

OWHITE • LAND SC Summon Creature SL Summon Legend SL Summon Legend SOR Sorcery

-	and the second second	ALC: N	- 44	
	Avalanche	SOR	и	.50
•	Balduvian Conjurer	sc	U	.75
	Balduvian Hydra		R	5.00
	Baton of Morale		U	.50
	Battle Cry		Ü	.50
	Binding Grasp		U	.75
0	Black Scarab	EC	U	.50
O	Black Scarab	80	R	6,00
	Blizzard		R	3.00
0	Blue Scarab	EC	U	.50
	Brand of 10 Omen	EC	R	3.25
	Breath of Dreams		IJ	.50
	Brushland		R	5.50
0	Call to Arms	EN	R	3.50
	Caribou Range		R	4.00
	Celestial Sword		R	3.00
	Centaur Archer		U	.75
	Chaos Lord	sc	R	3.50
	Chaos Moon	EN	R	2.00
	Chromatic Armor	EC	R	3.50
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	Conquer		U	1.00
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	Curse of Marit Lage		R	3.50
	Dance of the Dead		U	1.50
	Deflection		R	9.50
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	Despotic Scepter		R	3.50
i	Diabolic Vision	SOR		.75
	Dread Wight	SC	R	3.00
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	Drift of the Dead		Ü	.50
	Drought		Ü	.50
	Dwarven Armory		R	3.00
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	Elian Bottle		R	3.50
ō	Enduring Renewal	FN	R	5.00
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				1.00
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•	Johtuli Wurm		R	7.00
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	Polar Kraken	SOR	R	5.50
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o	Seraph	.SC	R	7.00
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	Subilant Spirit	SC.	R	3.50 5.00
•	Silver Erne	.SC	U	.50
	Skeleton Ship	.SC	R	4.00
	Steinht of Mind	ina. Tnj.	U	.75
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	Snow-Covered Forest Snow-Covered Island			.25
•	Snow-Covered Mountain			.25

Snow-Covered Plains ...LAN U Snow-Covered Swamp ... LAN U

Soldevi Simulacrum . . . . . AC U

Soul Barrier ......EN U

Spoils of Evil .......INT R

Spoils of War ......SOR R

Spectral Shield .....

.50

.50 3.50 .EC U

3.50

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	StampedeINS	R	3.50
	Stench of EvilSOR	U	.75
	Stone SpiritSC	U	.50
	Storm SpiritSC	R	4.00
	StormbindEN	R	4.50
	Stromgald CabalSC	R	4.00
	Stunted GrowthSOR	R	4.00
	Sulfurous SpringsLAN	R	5.00
	SunstoneART	U	.50
0	Swords to Plowshares INS	U	1.00
	ThermokarstSOR	U	1.50
	ThoughtleechEN	U	.50
	Thunder Wall SC	U	.50
	Timberline RidgeLAN	R	3.00
	Time BombART	R	4.00

CHRONICLES WIZARDS OF THE COAST- Full Set (125 cards)	-	
Booster Pack (12 cards)		
Booster Box (45 packs)		
Unlisted Commons		10
O Abu Ja'farSG	11	.75
O Akron Legionnaire SC	R	2.00
Maddin 480	R	3.25
O Annelic VoicesFN	R	4.00



## DEJA VU ALL OVER AGAIN

Wizards of the Coast evidently must have had some tight deadlines in the early days. Jesper Myrfors' art on the white card Conversion is simply a painted-over Plains, while Dan Frazier's Sword Of The Ages, from Logends, and Jeweled Amulet, from Ice Age, use the same background pattern, albeit in-different colors and turned different ways.

The second of the second	, Sept.	270 %	Elis.	THE WASHINGTON	200	100
Total WarEN	R	2.00		Arena of the Ancients ART	R	2.50
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#### THERE IS ANOTHER

Remember the hand Luke lost in the lightsaber hattle with Darth Vader in "The Empire Strikes Back"? His hand and his lightsaber were retrieved by the Empire, and the Dark Jedi clone Joruus C'Baoth created a clone of Luke, called Luuke. Years efter the destruction of the second Death Star, Luke was forced to face this evil twin.

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			Sidar Jabari Sky Diamand Sout Echa Spectral Geordian Spirit of the Night Stuper Subherranean Spirit Sunweb Tainted Specter Taninted Specter Ta	SC ART EN SC	RORRRUBHRARRARRARRU	3.75 2.00 3.56 4.99 8.00 1.50 4.00 4.00 2.00 4.00 2.00 4.00 4.00 4.0
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			Sidar Jabari Sidar Jabari Sky Diamond Souf Echa Spectral Guardian Spirit of the Night Stupper Substerransan Spirit Sunweb Tainted Specter Tanievia Tearis Imp Teefra's Imp Teefra's Imp Teefra's Imp Teefra's Ind Telim'Tor Telim'Tor's Solid Torrent of Lava Untabi Wildcats Untulfilled Desires Ventifact Gottle Vegilant Marty Vigilant Marty	SC ART EN SC SC SC SC SC AC SC	RORRRURRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRR	3.75 2.00 3.50 4.00 8.00 3.00 3.00 3.00 2.00 2.00 4.00 2.00 4.00 3.50 3.50 3.50 4.00 4.00 5.00 5.00 5.00 5.00 5.00 5
			Sidar Jabari Sidar Jabari Sty Diamond Sout Echa Spectral Guardian Spirit of the Night Stuper Subherranean Spirit Sunweb Tainted Specter Ianiuvia Teleri's Imp Teferi's Imp Teferi's Imp Teferi's Ing TelimTor TelimTor Schiut Tomistone Stainweb Torrent of Lava Uktabi Wildeats Untdiffied Desires Ventifact Bottle Vigilant Marty Volcanic Bragen Volcanic Bragen	ART EN SC	RORRRUBHRARARARARARURU	3.75 2.00 3.50 4.90 8.00 1.50 3.00 4.00 2.50 2.50 2.50 2.60 4.00 4.00 3.50 4.00 4.00 3.50 4.00 4.00 5.00 5.00 5.00 5.00 5.00 5
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## MAGIC DATA

ARTIFACT

PRICE

C=COMMON GREEN

U=UNCOMMON

R=RARE RED OWHITE • LAND

ART Artifact
AC Artifact Creature
CR Current Rarity EL

BLACK

Enchant Artifact Enchant Creature Enchant Land

BLUE

@ GOLD EN Enchantment EW Enchant World INS Instant

INT Interrupt
LL Legendary Land
MS Mana Source

SC Summon Creature
SL Summon Legend
SOR Sorcery

MIRAGE \*\*

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Booby Trap ......ART R

Bottle Gnornes ......AC U

Bounty Hunter ......SC R

Caidera Lake .....LAN R

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Carrionette ......SC R

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O Elite Archers	SC	R 4	15

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		INS	U	1.00	4	Hidden Gibbons	EN	R	3
		32	U	1.00			INS	U	1
	Phyrexian Plaguelord	SC.	R	5.00		Impending Disaster	EN	R	4
•	Phyrexan Reclamation	EN	Ħ	1.00		Intervene	ART	CR	2
	Planar Collapse	EN	R	6.00		D Iron Maidon ⊃ Iron Will	INS	C	4
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	Pyromancy Quicksilver Amulet		R	4.50		) Karmic Guide .	SC	R	3
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	Second Chance Chines Bluesia		R	7.00	Į,	Miscalculation	INT	C.	57.0
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	Tethered Skirge		U	1.00	F	Multani's Apolyte  Multani's Presunce	FIL	Ú.	1
	Thran Lens			5.00	1	No Mercy	EN	R	A
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	Treacherous Link		U	1.00		Palinchron .	SC	R	4
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	Urza's Blueprints			4.00		O Peace and Quiet		O	1
	Viashino Cutthroat Viashino Heretic		U	1.25				C	
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	Harmonic Convergence Hidden Gibbons Karnin Godde King Crab Krighthead Lest Orich Effort Lova Aze Levitation Lone Wolf Lurhang Starge Martys 2 Guse Martys 3 Guse Martys 3 Guse Martys 4 Guse Ma	INS EN INS EN INS SC EN	URURCRCURUUUCUURURRCAURRCURRCUCRCUCRUCRUCR	10.00 38.00 40.00 5.00 10.00 5.00 12	

O Radiant's Dragoons	80	U	12.00
) Radiant's Judgment	- INS	C	5.00
Rancor	EC	C	6.00
Rank and File	SC	U	12.00
Raven Familiar	SC	U	12.00
a Rebuild	INS	U	12.00

○ Vigilant Drake	\$0	C	5.00
Walking Spenge	SC	U	12.00
<ul> <li>Weatherseed Elf</li> </ul>	SC	3	5.00
Weatherweed Fannes	SC	C	5.00
<ul> <li>Weatherssed Treatule</li> </ul>	SC	R	40.00
Wheel of Torture	ART	R	30.00
Wing Snare	SOR	U	12.00



#### LOST IN SPACE

Billy Mumy was the sole kid on a TV show of grownups during his years on "Lost in Space," playing the role of young Will Robinson. He eventually found his way through the starry expanse and landed a role on "Babylon 5" as Lennier, attaché to Delenn. Just as he was a faithful sidekick to Dr. Smith on "LiS," he served the same role on "B5," hardly leaving

12.00	Botonn's side.	-		-
6.00	Rependate	.MS	0	6.00
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•	Yavımaya	Scion		 SC	C	5.80	
	Yavmaya	Wurm		 SC.	0	5.00	

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Mana Crypt	18.00
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Uncommons	

	As It Was Meant To Be	AGE	R	-3
	Babylon 5 Unrest	ENH	R	3.
愚	Bester	CHA	R	10
	<b>Bio-Weapon Discovery</b>	CON	B	4

Blessings	AFT	Dv	5.00
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Consulidated Position .	CON	R	3.00
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Detenn Transformed	CHA	R	6.00
<ul> <li>Demonstrative Victory</li> </ul>	_CON	R	3.00
● Despair	.AFT	R	3.86
<ul> <li>Destined to Be</li> </ul>	EVE	Pr	20.00
<ul> <li>Destroy the Opposition</li> </ul>	AGE		10.00
<ul> <li>Diplomatic Advantage</li> </ul>			3.60
<ul> <li>Disaffected (all affiliation</li> </ul>			
	CHA		4.00
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	.CHA		5.00
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bmpenal Telepaths Inevitable Dostiny

• It Will Be His Undoing

Jason Ironheart ...

John Sheridan

Lack of Direction

Left Vulnerable

Luis Santiago

Markah Fleet

Martyr

Maintain The Pence

Minister Malachi

Negotiated Surrender

Parliament Of Dreams .

Monitored Deal

Morden Motivated Leaders

● No Excape

Not Meant To Be

Observors
Order Abovo All

Paying For Sma

Power Posturing

Prolonged Talks

Public Applingy

Rally The People

Rangers Surveillance

Recalled To Service

Regue Soul Hunter .

Seizing the Advantage

Shakat
Skeletons in The Cleant...

Sleeping Z'ha'dum

Stealth Technology

Spin Doctors

Thenta Makur

The Eve

Reverse Advances

 Salvage Yard Secondary Control ...

Secret Strike

Protests

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Rathenn

Marcus Cole ......

C Kosh Maranek

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CHA R 5.00

CHA R 8.00

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EVE R 4.00

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CHA R ENH R 4.00

FNH R 3.00 EVE R

AGE R 3.50

LOC R

ENH R 4.00

ENH R 3.50

.....FLE R

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5.00

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CHA R 1250

15.00 AFT Pr

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4.00 AFT R

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	. 32	C	5.80	ì	
	SC	0	5.00		

EVENTEN

RARAFAN 2	
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(iiii)	- Ingha makur	
mmons	Third Battle Fleet	FL
	Third Buttle Floot (C	ontnuri)
It Was Meant To Be AGE R 3.00	Description of the last of the	H
abylon 5 UnrestENH R 3.00	Total War	
ester CHA R 10.00	Tu Pan	CH
io-Weapon Discovery CON R 4.00	Vondetta	AF
	Vital Interests	EN

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BABY	LON5	DATA C=			R=RARE	
AFT Aftermeth AGE Agenda CHA Character	CNT Contingency. CON Conflict ENH Enhancement	EVE Event FLE Fleet GRO Group	INT intreg LOC Locatio MIL Military	ın		

PRICE DATA WENT UP WENT DOWN HEAVY TRADING NEW SET

	Vorion EnhancementENH	R	4.00
	Vorion RescueEVE		4.00
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٠	Witness ProtectionCON	R	3.00
•	WoundedAFT	R	3.50
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EXPANSION		_	
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Additional Force	.EVE	R	3.00
O Ambassador Kosh	.CHA	R	8.00
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		R	
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		R	3.00
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		R	3.00
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Lord Mollari		R	7.00
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Lost in Shadows ......EVE R Managed Growth .....AGE R

■ Manifest Destiny . . . . . . AGE R

Mindwipe . . . . . . . . . . . . CON R

 Mysterious Protections ...EVE R New Opportunities .....ENH R ● New Priorities ......EVE R ● Not Alone . . . . . . . . . EVE R Obstacles to Victory . . . . . ENH R Over the Brink ......EVE R

Past Victories ......ENH Pr

Peaceful Solutions .....ENH R

Permanent Wound .....AFT R

Political Pull ......AFT R

Preeminence ...........ENH R

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THE GREAT V	VAR	
EVDANCION		

## EXPANSION RECEDENCE PURI ISHING-1999

PRECEDENTE PUBLISHING-	
Full Set (417 cards)	*
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Booster Pack (10 cards)	2.50
Commons	15
Fixed cards	15
♠ A Show of GuileAFT R	
<ul><li>AbandonedAFT U</li></ul>	.75
● AcolyteCHA U	.75
Advance FleetFLE U	.75
<ul> <li>Against the First OnesAGE U</li> </ul>	.75
<ul> <li>AgamemnonENH R</li> </ul>	2,50
<ul> <li>Aggressive ActionCON R</li> </ul>	3.50
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<ul><li>Ancient EnemiesENH U</li></ul>	.75
Anla'Shok	4.00
Anna SheridanCHA R	5.00
Asimov LawsCON Pr	6.00
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Attack OutpostCON U	.75
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Babylon 5 War Council ENH U	.75
BacklashAFT U	.75
Beyond the RimCON R	2,50
Biased ReportingENH U	.75
Blind the Watchers CON U	.75
● BrakirLOC U	.75
● Buy Favor	.75

Buy New Resources . . . . EVE R

● Call Their Bluff .......CON U

Chain of Command .....AFT U

● Changeling Net ......ENH R

	de l'adressa de la company	- April	100-	contain.	:
	Chosen of God				:
:	Civil Servants Coincidence	. bKU	R	.75 2.00	:
	Combined Fleet		R	5.00	
	Command Ship		R	4.00	:
•	Confrontation	CNT	R	2.50	:
•	Conscription	.EVE	R	3.00	:
•	Consultants	.GRO	R	4.00	:
	Dagool		R	3.00	:
•	Day of the Dead	.EVE	R	3.00	:
•	Death of Kosh	. CON	R	3.50	i
•	Deep Scan	. CON	U	.75	:
•	Defeated Defector Revealed	.AFI	R Pr	2.00 6.00	:
	Defend the Races	AGE	R	2.00	:
ĭ	Diplomatic Channels	FNH	Ü	.75	:
•	Diplomatic Intrusion	.CON	ŭ	.75	
	Diplomatic Intrusion Diplomatic Payoff	CMT	R	2.00	i
•	Disarray	AFT	Pr	6.00	:
	Dissent			.75	:
	Doctor Lilian Hobbs		U	.75	
	Drazi Strike Fleet		U	.75	:
	Dust		U	.75	:
	Efficiency		U	.75	:
	Egyptian God of Frustrati		8	.75 2.50	-
	Emfeeli		N	.75	:
	Exhaustion		Pr	5.00	:
	Eyes on the Border		U	.75	
	Failed Goals		U	.75	
	Fast Transport		U	.75	-
			U	.75	:
	Fate Awaits	.CON	R	2.50	:
•	Feast of Strife	.AGE	U	.75	:
	Feint	.EVE	R	2.00	:
	Fighter Base		U	.75 2.00	***
	First One Intervention . First One Involvement .		R	2.00	
	First One Protection			2.00	:
	First Squadron		U	.75	:
	First United Fleet	FLE	R	3.00	į
	Force Majeure	.AGE	R	2.50	1
	Fray at the Edges	EVE	R	2.00	1
	Full Mobilization	AGE	R	2.00	
•	Further Gains	CNT	R	3.00	
•	Futility	AFT	R	1.50	:
•	Gairn Merchant	CHA	Pr	6.00	:
_	Gear Up for War G'Kar Enlightened	EWH	K	3.50 5.00	:
				.75	:
Ĭ	G'Neb	CNT	B	2.00	:
	Gyor			.75	
	Hacker	.ENH	U	.75	
	Hand of Valen	.AGE	U	.75	:
	Harkar		U	.75	:
•	Heavy Losses	AFT	U	.75	:
				2.00	:
	Hidden Treasury			3.00	
	Hyach Matriarch			3,00	:
	Independent Support .			.75	:
		CNT	R	.75 3.08	
-	Intervention Force Julie Musante	CHA		.75	
-	Justin			5.00	
	Let Them Fight			2.50	
	Lhim/Dram		U	.75	-
•	Light Shines	EVE	U	.75	:
•	Lorien	CHA	R	4.00	:
٠	Lost Opportunities	CNT	U	.75	
	Lou Welch		U	.75	-
	Luhf/Syhf			3.00	-
0	Lyta Empowered	AKJ	K	3.50	
	Maintain Control		R	3.50 2.00	:
	Media Mogul		U	.75	:
•	Melat		U	.75	-
	Merciless			2.50	-
	Minister Durano			4.00	
	Minister Verano			.75	:
	Momentum	.ENH	R	2.50	1
	Nhuk/ Vrek	CHA		3.00	:
•	No Compromises	ENH	U	.75	-
•	No Mercy	AFT	U	.75	:
•	Officer Exchange On All Fronts	con	U	.75	
•	Onnectority For Other	UN		2.50	-
	Opportunity For Chaos		R	3.00 2.50	:
	Patrol Fleet		U	.75	:
	Peace Dividend		U	.75	-
	Perpetual Conflict			2.50	
-					
- 4					

Plans Revealed	Sahdowwatch
Public ResentmentAFT R 1.3     Purple FilesEVE R 3.1     Pushing LimitsAFT U	00 ● Tenuous Control EVE U .75 75 ● Terra Firma AGE R 2.00 10 ● The Just Suffer EVE Pr 6.00



#### THE LIVING DEAD

The Miles O'Brien you know and love may not be the original O'Brien. In the episode "Visionary," he died from a dose of delta-series radioisotopes. Due to some sci-fi mumbo-jumbo, he was shifted into the future. The future O'Brien came back to warn DS9 about the impending attack and, while in the past, secretly changed places with the dead O'Brien.

	A SHEET WAR
Ranger TrainingENH	R 2.50
Reaping IniquityEVE	U .75
Rebirth CeremonyEVE	R 2.50
ReprisalAFT	U .75
Research StationENH	U .75
ReservationsENH	U .75
Resupply NiteworkGRO	U .75
Return to idealsEVE	Pr 5.00
Rumor MongersGRO	U .75
SanctuaryAFT	R 1.50
ScreenedCNT	U .75
<ul> <li>Second SquadronENH</li> </ul>	U .75
<ul> <li>Second Unit FleetFLE</li> </ul>	R 4.50
<ul><li>Severed TiesCON</li></ul>	U .75
● Shadew BaseENH	U .75
<ul> <li>Shadow CloudCON</li> </ul>	R 3.50
<ul><li>Shadow ImplantsENIf</li></ul>	R 2.50
- Oligonati Oppulio	U .75
Company of the 1 town	R 4.00
<ul> <li>Shadow SymbiontCON</li> </ul>	
a outdoor trout oblinge treater	R 2.50
<ul> <li>Shadow War FleetFLE</li> </ul>	R 5.00

The Upper Hand			2.50
Third Squadron	ENH	U	.75
Third United Fleet	FLE	R	4.50
This Was a Mistake	EVE	R	2.00
To Make a Stand	.AGE	R	2.00
<b>▶</b> Truce	EVE	U	.75
Tualakh Vit'lokh	CHA	U	.75
O Ulkesh Kosh	CHA	R	3.00
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O Vorion Strike Fleet			4.00
2 TOURS COMO PROC 1111	***	40	4100

#### BABYLON 5 DATA C=COMMON U=UNCOMMON R-RARE

™HUMAN ●MINBARI ●NARN ●NEUTRAL ●OTHER CENTAURI CNT Contingency CON Conflict ENH Enhancement AFT Aftermath AGE Agenda CHA Character

EVE Event INT Intregue GRO Group

3.00

.75

2.00

4.00

3.50

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12.00

3.00

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OVORLON

Vonon UniverseALE	К	2.00
O Vorion War FleetFLE	R	4.00
● War FeverENH	U	.71
● War FootingAGE	U	.75
War ProtestersCON	U	.75
■ WargamesCON	R	2.50
<ul><li>We Are Not Impressed ENH</li></ul>	U	7
● Well PublicizedAFT	R	1.50
What Were You Thinking? AFT	U	.75
White Star Fleet FLE	R	4.50
■ With A Sacrifice AFT	U	.75
<ul> <li>Wrong Place and TimeAFT</li> </ul>	U	,75
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● Zathr'asCHA		.78
Tathra's CHA	P	4,00



#### POKÉMON

WIZARDS OF THE COAST-1999
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Edition card prices are 75% of 1st
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Beedrill	.POK R	4.08
O Bill	TRA C	.25
Blastoise	.POK R	8.00
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● Kakuna ......POK U

● Koffling ......POK C O Lass .....TRA R

O Lightning Energy .....ENG C

Machamp ......POK R Machoke ......POK U

Machop .....POK C

Magikarp ......POK U

Magmar .....POK U

Magnemite ......PDK C

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STAR TREK DATA

**EQU** Equipment

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Nirodan		.25
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#### STAR TREK CUS-TOMIZABLE CARD **GAME: UNLIMITED** DECIPHER-1994

...

C=COMMON U=UNCOMMON R=RARE

**OBJ** Objective

Full Set (363 cards)		250.00
Starter Deck (60 cards)		0.00
Starter Box (12 decks)		85.00
Booster Pack (15 cards)		3.00
Booster Box (36 packs)	5-0 a.s	85.00
Commons	018 6	25
Unlisted Common Personnel , .	- 3-0	50
Unlisted Uncommens		75
Cards are white-bordered.		
<ul> <li>Albert EinsteinPER</li> </ul>	R	4.50
<ul><li>Alidar JarokPER</li></ul>	R	3.50
Alien GroupieINT	R	3.00
Alyanna NechayevPER	R	4.00
<ul> <li>Ancient ComputerDIL.</li> </ul>	R	3,00
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Armus-Skin of EvilDlL	R	5.00
Avert Disaster	R	2.00
B'EterPER	R	7.00
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<ul><li>Betazoid Gift BoxART</li></ul>	R	6.00
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CytheriansDIL	R	3.00
DataPER	R	22.00
Deanna TroiPER	R	11.00
Devil, The	R	4.00

• Investigate "Shattered Space"		
N. MIS	R	2.00
<ul><li>Investigate Sighting MIS</li></ul>	R.	2.00
<b>6 Investigate Time ContinuumMiS</b>	R.	2.00
Jaglon Shrek-Info Broker INT	R	3.00
Jean-Luc Picard PER	R	28.00



## TO FLY OR NOT TO FLY

Sometimes a card's picture makes you wonder. For instance, why doesn't the Whippoorwill, a creature from The Dark, have flying when its picture clearly shows it with wings? Meanwhile, the Fallen Angel has flying even though she shows scars where she lost her wings. And the Black Lotus isn't even black. It's blue!

h a likhor smeliter is the		1243	۰	6 6 6		·. 1
DevorasSTA	R	5.00	•	KahlessPER	R	4.00
Dr. La ForgePER	R	5.00	•	KarganPER	R	4.00
Dr. Leah BrahmsPER	R	4.00	-	K'EhleyrPER	R	4.00
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Explore Dyson SphereMIS	R	2.00		Kivas Fajo-CollectorEVE	U	0.75
Explore Typhone Expanse MIS	R	2.00	•		R	4.00
Extraction MIS	R	2.00		Ktarian Game	R	3.00
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GowronPER	R	8.00		KumPER	R	5.00
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				Sarjenka	R	2.50
TINCOMMON B.B.	D	E )	L	Sarthong PlunderMIS	H	2.00

Satelk PER R

■ Seek Life-form MIS R

Sela .....PER R

Shelby	PER	R	4.00
Sir Isaac Newton			4.00
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Study Lonka Pulsar		R	2.00
Study Nebula		R	2.00
Supernova	EVE	R	5.00
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Tam Elbrun		R	5.00
Tasha Yar	PER	R	10.00
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Thomas Riker		R	11.00
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Time Travel Pod	ART	R	6.00
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#### STAR TREK CUS-TOMIZABLE CARD GAME: LIMITED

DECIPHER-1895 Full Set (363 cards) Starter Deck (60 cards) ..... 13.00 Starter Box (12 decks) 135.00 Booster Pack (15 cards) ..... 6.00 Booster Box (36 packs) ...... 175.00 Cards are black-hordered. Single cards are worth 30% to 40% more than unlimited equivalents.

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DECIPHER-1995 Full Set (122 cards, not including "Future Enterprise") .......130.00

Booster Pack (15 cards) ...... 3.00

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Commons		10
Common Personnel		
Uncommons		
Unlisted Rares		
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Brute Force	MIS	R 3.00
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Data's Head	ART	R 6.00
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lan Andrew Troi		
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Reunion	2114	R 3.00
<ul> <li>Samuel Clemens' Pock</li> </ul>		0.00
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U.S.S. Enterprise-C .....STA R 15.00

8.50

DECIPHER-1996 Booster Box (36 packs) ......85.00 Uncommons ..... Arbiter of Succession ...INT R 5.00

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Blade of Ticen	ART	R	7.50
• Canar	ART	R	5.50
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Klingon Civil War     Lal	PER	R	6,00
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	.DOR	R	5.00
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		150.00	
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Booster Pack (9 cards)			DEEP SPACE NINE
Booster Box (30 packs)		.65.00	EXPANSION
Commons		15	DECIPHER-1998
Uncommons		75	
Giloutinitions (			Full Set (276 cards, not including "Defiant")
• the desired	R	3.00	180.00
Abandon Mission EVE	**		Booster Pack (9 cards)
Admiral HayesPER	R	4.00	Baoster Box (38 pacies) 60 80
Alas, Poor Queen INT	R	3.50	Starter Back (60 cards) 0.75
Alyssa OgawaPER	R	4.00	Starter Deck (60 cards)
<ul> <li>Android HeadlockINT</li> </ul>	R	3.50	Starter Box90.00
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<ul> <li>Antique Machine GunART</li> <li>Assimilate HomeworldOBJ</li> </ul>	R	4.00	Uncommons 1.00
Assimilate nonteword doj	**	446464	
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Borg KissINT	R	4.00	
Borg NeuroprocessorINT	R	3.50	Access Relay StationMIS R 3.50
O Borg QueenPER	R	13.00	● Aid Fugitives
Build Interplexing Beacon OBJ	R	3.50	: Airlock
	R	12.00	■ AldaraSTA R 4.50
DataPER			Alien Gambling Device ART R 4.00
<ul><li>Deanna TrolPER</li></ul>	R	8.50	
<ul><li>Espionage MissionMIS</li></ul>	R	3.50	
<ul> <li>Geordi La ForgePER</li> </ul>	R	10.00	AltovarPER R 5.00
Jean-Luc Picard PER	R	15.00	Automated Security SystemEVE R 3.50
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			Barell AntosPER R 5.50
<ul> <li>Magic Carpet Ride OCD ART</li> </ul>	R	4.50	
<ul> <li>Montanna Missile ComplexLOC</li> </ul>	R	4.50	
<ul><li>My First RaygunDIL</li></ul>	R	4.00	Benjamin SiskoPER R 20.00
Ocular implantsEVE	R	3.50	● Bo'rak
Ooby DoobyDIL	R	3.50	● BoheekaPER R 4.50
Paul PorterPER		4.00	Borad
PhoenixSTA	R	5.00	Camping TripMIS R 3.00
PROBLEM	P.		
Primitive CultureDIL	R	3.50	
O Queen's Borg CubeSTA	R	8.00	● Cha'JohSTA R 4.50
O Queen's Borg SphereSTA	R	8.00	Chamber of Ministers HQU R 5.00
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Reginald BarcleyPER		5.00	Colonel DayPER R 4.50
		4.00	
RetaskEVE		3.50	
Salvage Starship			
<ul> <li>Scout EncounterDIL</li> </ul>		4,50	Deep Space Nine/Terok Nor
ShipwreckINT	R	4.00	STT R 18.00
SolkarPER	R	4.00	Defiant Dedication Plaque EVE R 4.00
Stop First ContactOBJ		4.00	D'GhorPER R 4.50
	R	4.00	
	R	4.00	● DNA Cluss
Temporal WakeINT			● DukatPER R 13.00
<ul> <li>Theta-Radiation Poisoning DIL</li> </ul>	R	4.00	DuranjaEVE R 5.00
<ul> <li>Three-Dimensional ThinkingINT</li> </ul>	r R	4,00	● Elim Garak PER R 7.00
USS Enterprise-ESTA		17.00	Ensbran Tain PER R 6.00
<ul> <li>Undetected Beam-InDit.</li> </ul>	R	4.00	● Entek PER R 4.50
Visit Cochrane Memorial OBJ	R	4.00	
			Establish Tractor Lock OBJ R 3.50
Wall of Ships EVE	R	4.00	Garak Has Some Issues DiL R 3.50
Weak SpotINT	R	4.00	Garak's Tailor ShopSIT R 4.00
William T. RikerPER	R	12.00	General Krim
WorfPER		10.00	
Zefram CochranePER	R	7.00	
Zefram Cochrane's Telescope	- 110	CAN	Going To The TopINT R 4.00
Tenam cochrane s releacupe	P	3 7E	Grilka
ART	K	3.75	Groumall
	_	_	Harvester Virus DIL R 3.50
			HQ: Return Orb to Bajor OBJ R 3.50
			THE RECEIPT OF THE DRIPH OF THE 3.30

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THE FAJO COLLECT	ON
DECIPHER-1998	
Full Set (18 cards)	125.00
Black HoleDOR R	10.00
<ul> <li>Dixon Hill's Business Card</li> </ul>	
INT/EVR	8.00
<ul> <li>DNA Metamorphosis DIL R</li> </ul>	7.50
⊕ Dr. SaongPER R	1250
GuinanPER R	15.00
● I.K.C. ChangSTA R	8.00
🧠 Kivas FajoPER R	10.00
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S LorePER R	20.00
Miles O'BrienPER R	10.00
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Persistence of Memory ART R	8,00
Picard's Artificial Heart ART R	8.00
• Qapla'!	7.00
Sisters of Duras PER R	12.00
SpotPER R	8.50
TalieraPER R	7.50
TAR STAR	10.00

#### **EEP SPACE NINE XPANSION** CIPHER-1998

Booster Box (36 packs)			
Starter Deck (60 cards)			
Starter Box			
Commons			15
Jocommons			1.00
Pr rarity denotes promo.			
Aamin Marritza	PER	R	4.50
<ul> <li>Access Relay Station</li> </ul>			3.50
<ul><li>Aid Fugitives</li></ul>			3.50
Airlock			4.50
Aldara			4.50
<ul> <li>Alien Gambling Device</li> </ul>	ART	R	4.00
Altonian Brain Teaser	DIL	U	1.00
		R	5.00
<ul> <li>Automated Security Sy:</li> </ul>	stemEVE	R	3.50
<ul> <li>Bajoran Civil War</li> </ul>		R	3.50
Bareli Antos	PER	R	5.50
■ Basebali	INT	R	4.50
<ul><li>Benjamin Sisko</li></ul>	PER	R	20.00
Bo'rak	PER	R	4.50
Boheeka	PER	R	4.50
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Colonel Day	PER	R	4.50
• Cure Blight	MIS	R	3.00
<ul><li>Danar</li></ul>		R	4.50
<ul> <li>Deep Space Nine/Teroi</li> </ul>			
	STT	R	18.00
<ul> <li>Defiant Dedication Plan</li> </ul>	que EVE	R	4.00
D'Ghor	PER	R	4.50
DNA Clues	DIL	R	3.00
<ul><li>Bukat</li></ul>			13.00
Duranja     Elim Garak	EVE	R	5.00
Elim Garak	PER	R	7.00
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<ul><li>Entek</li></ul>	PER	R	4.50

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<ul><li>Investigate RumorsMtS</li></ul>	R	3.50
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Jam EssaPER	R	4.50
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■ Kira NerysPER	R	13.00
● KorinasPER		
● KoyatPER	R	4.50
Lenaris HolemPER	R	4.5
Li NalasPER	R	4.5
● MakbarPER	R	5.00
Martus MazurPER	R	4.5
Mora PalPER	R	5.00
MorkaPER	R	4.5
Mysterious OrbART	R	5.5

Selveth	PEK	K	4.0
Shakaar Edon	PER	R	6.0
<ul><li>Sorus</li></ul>			4.5
Surmak Ren	PER	R	4.5
<ul><li>Symbiant Diagnosis</li></ul>	MIS	R	3.5
<ul> <li>System 5 Disruptors</li> </ul>	EVE	R	5.0
Tahna Los	PER	R	4.5
Tekeny Ghemor	PER	R	4.5
● The Three Vipers	D1L	R	3.5
The Walls Have Ears			3.5
Tora Ziyal	PER	R	5.0
Toran	PER	R	4.5
● Trauma	DIL	R	3.5
<ul><li>Turrel</li></ul>	PER	R	4.5
U.S.S. Defiant	STA	UR	80.0
<ul> <li>U.S.S. Yangtzee Kiang</li> </ul>	STA	R	8.0
● Valds			5.0
● Vedek Winn			6.5

an sa cuaina piabace			
● Atul			.75
<ul> <li>Berserk Changeling</li> </ul>			.75
Betazed Invasion			3.50
Bioweapon Ruse			.75
<ul><li>Borath</li></ul>	PER	R	5.00
Captain Kirk			75.00
● Ch'Pok		R	5.00
Chula: Pick One to Save	Two		
******************	DIL	U	.75
Chula: The Chandra	DH	R	3.00
<ul><li>Crew Reassignment</li></ul>	EVE	Ü	.75
Croden's Key	ART	R	3.00
<ul><li>D'deridex Advanced</li></ul>	STA	R	5.00
<ul><li>Damar</li></ul>	PER	R	6.00
• Dare	PER	U	.,75
Dejar	PER	U	.75
Empek Nor			7.50
● Engage Cloak	0BJ	U	.75
<ul> <li>Establish Dominion Foot</li> </ul>	hald		
***************************************	OBJ	U	.75
Fair Play	EVE	U	.75
Flight of the intruder .	INT	U	.75
● Founder			.75
Founder Leader	PER	R	6.00
• Founder Secret	DR.	R	3.50
● Garak	PER	R	6.00
Goran'Agar			8.00
● I.K.C Rotarrran			5.00

 Install Autonomic Systems Parasite ● Intelligence Operation ...MIS U

● Investigate Coup . . . . . . MIS U

Issue Secret Orders . . . . . OBJ R Jaresh-Inyo ......PER R

Jem'Kadar Disruptor Rifle EOU 11

Jem'Hadar Warship . . . . STA U

● Kai Winn ......PER R

 Archanis Dispute . . . . . . MIS U .....PER U

.75

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5.00



## DOUBLE

#### WALK LIKE A LAND

Landwalk hasn't appeared much in recent expansions, but there were some funky versions of it in the early days. Arabian Nights' Desert Nomads had desertwalk, while *Legends*' Livonya Silone had legendary land-walk. *Ice Age*'s Illusionary Presence was the most versatile, though; each turn, it could gain landwalk for any type of land, including "Island Of Wak-Wak-walk."

	Natima LangPER	R	4,5
•	NeelaPER	R	4.5
	No Loose EndsDIŁ	8	3.5
0	OdoPER	R	15.5
	Orb FragmentART	R	4.5
	PallraPER		4.5
	Plain, Simple Garak PER		8.0
	Plans of the Obsidian OrderOB.		3.5
	Plans of the Tal Shiar OBJ	R	3.5
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	Worm	hole Nav	igation S	chemati	C	
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Seismic Quake ......DIL R

AL Alien CRE Creature DEV Device

DRO Dmid EFF Effect IMP Imperial

LIN Lost Interrupt LOC Location
OBJ Objective

STA Starship UEF Utinni Effect

**UIN** Used Interrupt **VEH** Vehicle **WEA** Weapon

Zayra	 PEI	R	5
Section .	Promotine (mark)		
	and the	3	
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Organa's Cer. Necklace ... UEF R

O Our Most Desperate Hour UEF R

O Out of Nowhere ........UIN U

O Owen Lars ......REB IJ

O Panic ......UH U

Physical Choke ......LIN R

Ponda Baba .....AL U

O Pops ......REB U

Presence of the Force ... EFF R

Prophetess ......AL U
 Quad Laser Cannon .....STA U

Reactor Terminal .....EFF U

O Rebel Planners ......EFF R

O Red Leader ......REB R

O Red 1 ......STA U

O Red 3 ......STA R

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Before Tom Paris (Robert Duncan McNeill) joined the crew of *Voyager*, he was in prison for covering up an accident that killed three Starfleet officers. That wasn't his first bout with death in Starfleet. In Star Trek: TNG, McNeill played Cadet Nicolas Locarno, leader of Nova Squadron. He convinced the squad to attempt the Kolvoord Starburst, a dangerous maneuver that led to the death of a member of his squad.

● Utinni! UIN R  ∪ Utinni! UIN R  ∪ Utinni! UIN R  ∨ Vader's Custom TIE STA R  ∨ Vader's Eye UIN R  ∨ Vader's Lightsaber WEA R  Warnor's Courage LIN R  • We're All Bonna Thinner! LIN R  • WED-9-M1 Bantha Droid DRO R  ✓ WED15-1862 Treadwell Drd DRO R  ✓ Wioslea AL U  • Wiong Turn EFF U	4.50 4.50 15.00 6.50 12.00 3.00 5.00 2.50 2.50 1.00 .75	Besieged
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O Rogue 3 ......VEH R

O Rogue 1 ......VEH R 10.00

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O Wha's Scruffy-Looking? UIN		4.00	ŧ
<ul> <li>Yaggle Gakkle</li> <li>UIN</li> </ul>	R	3.00	:
O You Have Failed MeLIN	R	4.00	:
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○ Landing Claw ......DEV R
■ Lando System? .....LIN R

● Lieutenant Suba ......IMP R

O Light Maneuvers......UIN R

Location, Location, LocationEFF R

● Lost in Space.....EFF R

O Luke's Backpack ......DEV R

Mist Hunter ......STA R

Much Anger In Him .....EFF R

ט טון אַנטונכ	3
O No DisintegrationsEFF R	3.5
Obi-Wan's Apparition EFF R	4.0
Order to EngageEFF R	3.0
O Polarized Negative Power Coupling	
EFF R	3.0
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## DOUBLE TAKE

## IMPERIAL SMIJEGLER

If you think Han Solo looked natural in stormtrooper gear, you aren't far from the truth. Han was originally an officer in the Imperial Navy, but when he defended an imprisoned wookie from another group of officers, he was discharged. He did, however, gain a friend for life; the wookie he saved was none other than Chewbacca.

O Stone PileEFF R	3.00	
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O The ProfessorEFF R	3.50	
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O Through the ForceSee LIN R	4.00	:
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.,	3.00	i
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O WHAAAAAAAAAOOOOW! UIN R	3.00	į
O What is Thy Bidding My Master?		i
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O Yorka, You Seek Yorka LIN R 4.00	● Dark Deal EFF R 4.00	i
🔾 Yoda's Hope EFF R 1.00	● Despair	:
O You Do Have Your Moments	O Dismantle On Sight EFF R 4.00	:
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CLOUD CITY	Focused AttackLIN R 4.50	3 0 6
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O AmbushLIN R 3.00	U/LIN R 3.50	i
Artoo, Come Back At Once!	● I Had No ChoiceEFF R 4.00	:
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	LIN R 3.50	:
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	O Lando ClarissianAL R 17.00	:
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	Lieutenant SheckilIMP R 4.00	-
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move phase by using 8	The Emperor's Prize UEF R 4.00	-
er broken" by opponent	O This Is Even BetterLIN R 3.50	1
a prince of apparence	This Is Still WrangUIN R 3.00	3
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#### U=UNCOMMON R=RARE STAR WARS DATA C=COMMON

DARK SIDE OLIGHT SIDE

DRO Droid AL Alien CRE Creature EFF Effect IMP Imperial

**DEV** Device

LIN Lost Interrupt LOC Location OBJ Objective

REB Rebel STA Starship UEF Utinni Effect **UIN** Used Interrupt **VEH** Vehicle

5.00 3.00

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Death Star Assault Squadron	Sienar Fleet Systems EFF R
STA R 5.00	Sergeant Major EnfieldIMP R Sergeant NorthaxIMP R Sergeant TorentIMP R Short-Range FightersUM R Sienar Fleet SystemsEFF R Slayn & Korpil Facilities EFF R Solayn & Korpil FacilitiesAL R SpiralSTA R
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#### DESCRIPTION

garin water Now you know what to call the card

Summon Legend means she's extra special.

inQuest Gamer has rated every card, with fivesters being the best and one-stars comprising the cream of the crap.

nescultion: Explains exactly what the card does

ARTIST: Card's illustrator



Warrior costs two green and one generic mana to summon.

Tells you what set the card belongs to and the card's rarity. Mirr is a rare from the Exodus expansion

Unly for creatures

KIND OR RATING COST

and the same of th
NAME KIND OR RATING COST SETS FOUND
ARTIFACTS
Aladdin's Ring ART U •• AN,R,4th,5th
★ . © : Do 4 damage to any target. What of Demonties ART R •• ★ TM
Sacrifice a creature. Target player puts a number of cards equal to that creature's
power from the top of his or her library into his or her graveyard
Amulet of Kroom ART C AQ.4th 5th
Prevent 1 damage to any target.
Anger's Trumpet ART U ••• 🕸 U.
Attacking does not cause creatures to tap. At the end of each player's turn, tap al.
untapped creatures he controls that did not attack this turn. Angel's Trumpet deals 1 damage to that player for each creature tapped this way.
Ankh of Mishra ART R •• L.U.R.4th,5th
Whenever a player puts a land into play, Ankh deals 2 damage to him.
Ashnod's Altar ART C ** AO, CH.5th
Sacrifice one of your creatures in play: And to your mana pool.
Ashnod's Transmegrant ART & *** 🐞 AQ, Crl.5th
<ul> <li>Sacrifice: Turn non-artifact creature into an artifact creature with +1/+1.</li> </ul>
Barbed Sextant ART C (A) IA.5th
Secrifice. Add one mana of any color to your mana pool Cantrip. Seri's Cage ART R ••• DK. CH.5th
Target creature goes not untap during its controller's next untap phase.
Barrin's Codex ART R W
During your upkeep, you may put a counter on Codex . Sacrifice Codex:
Draw X cards, where X is the number of counters on Codex
Battering Ram AC C ** S AQ.4th,5th
Bands when attacking. At the end of combat, any walls blocking Battering Ram are
destroyed, 1/1, Of course, no one plays with walls, right?  Beast of Burden AC R •• W
Beast of Burden has power and toughness each equal to the total number of
preatures in play. */*.
Booby Trap ART R *** TM
When Trap comes into play name a card other than a basic land. When target
opponent draws cards, he reveals them to all players. If any of those cards is the
named card, sacrifice Trap and it deals 10 damage to that player
Bottle Gnomes AC U TM Sacrifice Bottle Gnomes Gain 3 life, 1/3,
Battle of Suleiman ART R *** AN.R.4th.5th
Sacrifice, Flip a coin. If opponent wins, you take 5 damage Otherwise,
you get a Dinn token, a 5/5 flying artifact creature.
Bultwhip ART U ••• 🚳 SH
Ø Ø: Do 1 damage to target creature. That creature attacks this turn if able.
Carthodion AC U •• W UZ
When Carthodion is put into a graveyard from play, add three coloriess mana to your mana pool, 3/3.

ARTIFACTS	Clay Statue AC C   AQ 4tn.5th  Rependentes 3/1.
Aladdin's Ring ART U • AN.R.4th.5th	Cleckwork Beast AC R & L.U.R.4tn,5th
On 4 damage to any target.	Put seven +1/+D counters on Beast. At the end of any combat in which Beast
Altar of Dementis ART R •• **	attacks or blocks, remove a counter Add X counters to Beast (maximum
Sacrifice a creature. Target player puts a number of cards equal to that creature's	seven counters). Use only during upkeep 0/4
power from the top of his or her library into his or her graveyard	Clockwork Steed AC C *** # HL5th
Amulet of Kroon ART C AQ.4th 5th	Cannot be blooked by artifact creatures. Put 4 +1/+0 counters on Steed. At the
Prevent 1 damage to any target.	end of any combat in which Steed attacks or blocks, remove a counter. 🕸 🔮
Angel's Trumpet ART U ••• &	Add X counters to Steed (maximum four counters), 0/3
Attacking does not cause creatures to tap. At the end of each player's turn, tap al.	Coat of Arms ART R ••• ®
untapped creatures he controls that did not attack this turn. Angel's Trumpet deals	Each creature gets +1/+1 for each other creature in play of the same creature
1 damage to that player for each c/eature tapped this way.	type
Ankh of Mishra ART R ** L.U.R.4tn,5th	Cailed Tinviner &C C M
Whenever a player puts a land into play, Ankh deals 2 damage to him.	First strike, 2/1
Ashnod's Altar ART C AQ, CH.5th	Cold Storage ART R •• St. M :
Sacrifice one of your creatures in play: And 🐲 to your mana pool.	Put target creature you control on Cold Storage, Sacrifice Cold Storage Put
Ashnod's Transmogrant ART C *** AQ, Crl.5th	all creatures on Cold Storage into play.
Sacrifice: Turn non-artifact creature into an artifact creature with +1/+1.	Colossus of Sardia AC R B AQ.4th 5th
Barbed Sextant ART C IA.5th	Trampie. Does not untap. 🐠: Jitap Colussus during your upkeep. 9/9
<ol> <li>Sacrifice. Add one mana of any color to your mana pool. Cantrip.</li> </ol>	Copper Gnomes AC R D
Barl's Cage ART R ••• DK. CH,5th	Sacrifice: Choose an artifact in your hand and put it into play 1/1
Target creature does not untap during its controller's next untap phase.	Coral Helm ART R •• 👺 AQ 4tn,5th
Barrin's Codex ART R II UZ	Discard a card at random: Give target creature +2/+2 until end of turn.
Disring your apkeep, you may put a counter on Codex 🏶, 🗞 Sacrifice Codex:	Crawlspace ART R •• 🚳 UL
Draw X cards, where X is the number of counters on Codex	No more than two creatures can attack you each combat
Battering Rem AC C ** S AQ.4th,5th	Crown of the Ages ART R     IA,5th
Banos when attacking. At the end of combat, any walls blocking Battering Ram are	Switch target enchantment from one creature to another The enchant-
destroyed, 1/1. Of course, no one plays with walls, right?	ment's controller does not change. Treat enchantment as if just cast.
Beast of Burden AC R ** **	
Beast of Burden has power and toughness each equal to the total number of	Sacrifice Return all enchantments from your graveyard to your hand  Crystal Rod ART U ••  LU.R.4th,5th
creatures in play. */*.  Books Tran  ART R ••• TM	
Booby Trap  ART R  ART	Gam 1 life for any plue spel cast. Can only give 1 life per spel.  Cursed Scroll  ART R
opponent draws cards, he reveals them to all players. If any of those cards is the	Cursed Scroff  ART R  M  Name a card. Opponent chooses a card at random from your hand. If he
named card, sacrifice Trap and it deals 10 damage to that player	chooses the named card, Scroli deals 2 damage to target creature or player
Battle Gnomes AC U **** TM	Damping Engine ART R ••   The state of the s
Sacrifice Bottle Gnomes Gain 3 life, 1/3,	A player who controls more permanents than any other cannot play ands or
Battle of Suleiman ART R *** AN.R.4th.5th	artifact, creature, or enchantment spalls. That player may sacrifice a permanent to
. Sacrifice. Flip a coin. If opponent wins, you take 5 damage Otherwise,	ignore this effect until and of turn.
you get a Djinn token, a 6/5 flying artifact creature.	Dancing Scimitar AC R ***   AN,R4th,5th
Bullwhip ART U *** SH	Flying, 1/5, .
Do 1 damage to target creature. That creature attacks this turn if able.	Defense Grid ART R ****
Carthodian AC U ** UZ	During each player's turn, spells played by another player cost an additional 🍩
When Carthodion is put into a graveyard from play, add three coloriess mana to	Bisholic Machine ART U •• BK.4tn,5th
your mana pool, 3/3,	Whenever a land is destroyed, its controller takes 2 damage.
Chimeric Staff ART R *** # UZ	Dingus Egg ART R ••• 🐞 L.U.R.4th.5th
Staff is an artifact creature with power and toughness each equal to X until	Whenever a land is destroyed, its controller takes 2 damage,
end of turn.	Disrupting Scepter ART R •••• 🐞 L,U,R,4th,5th
Citanul Flute ART R *** 49 UZ	Opponent must discard 1 card of his choice. Play as a sorcery.
. Search your library for a creature card with total casting cost no greater	Dragon Blood ART U *** 🕸 🖽
than X. Raveal that card and put it into your hand.	♠ Put a +1/+1 counter on target creature.
Claws of Gix ART U W	Dragon Engine AC C AQ.R.4th,5th
Sacrifice a permanent: Gain 1 life.	⇒: +1/+0 until end of turn, 1/3.

	NAME	KIND	CR	RATING	COST	SETS FOUND
	Echo Chamber	ART	R			TM
	Opponent chooses treat it as a copy of that or					
	end of turn, remove token : Elkin Bottle			jame. Play		IA.5th
)	Place the top car that card as though it wer	a of your	iora			
1 1	upkeep remove it from th	ie game.	R	, , , , , , , , , , , , , , , , , ,	And head is to be	TM
1	Finerald Medallion Your green speks cost @		p <sub>i</sub> ay	-	SAP .	
	Emmessi Tome  © Draw two cards to					TM
	You may choose not to u	ART ntap Endo	U oske e		Target creatu	U.7 re gets +0/+3
	as long as Endoskeleton r Energizer	emains t AC	apped R		*	TM
	Put a +1/+1 con Ensoaring Bridge	unter on ART	Energ R	izer. 2/2.	0	Sh
	Creatures with power greateratic Portal		the n		ards in your hand	
	🐞 🏶 : Return target cre	ature to	ts ow	ner's hand		
	Essence Bottle  S: Put an elbur cour		ssenic	e Bottie. 🍕	Remove ali ei	
	from Bottle Gain 2 life for Excavator	ART	U	**	9	TM
	<ul> <li>Sacrifice a basic land:</li> <li>Feldon's Cane</li> </ul>	ART	G	94.00	*	AQ, CH,5th
	Remove Cane from g	jame: Shi ART		your gravey	ard into your lbr	ary DK,4th,5th
	Produce 1 mans of a Ferez's Ban	any color ART	that R		lands may prod.	.ce. HL,5tn
	Summon spells cost an a Flowstone Sculpture	dditiona AC	R	cast	*	TM
	<ul> <li>Choose and discard a trample permanently, or p</li> </ul>	card: Fk	ovsto	ne Sculptur	e gains flying fin	st strike, or
	Huctuator	ART	R		Statute Debiber	UZ
	Cycling costs you up to 4 Flying Carpet	ART	R.	***	<b>*</b>	AN R 4th, 5th
	Give target creatend of turn so s Flying (	Carpet.				
	Fool's Tome  Draw a pard Jse	ART this ab	R lity or	ily if you h	ave no cards in y	our hand
IND	Fountain of Youth  (a), (b) Gain 1 life.		C	4480	0	DK, CH.5th
h,5th	Gauntiets of Chaos  S, Sacrifice Gaunti	ART ets Take	cont	o. of an op	eponents land o	LG, CH,5th reature or arti-
n,5th ist	fact. Then give that opporence on traded	nent one	of yo	ur permane	ents of the same	type. Destroy all
mum	Glasses of Urza  Cook at opponents f	ART	ŧ	ards!	*	L,U,R 4th,5th
L5th the	Grafted Skullcap During your draw phase,	ART	R	m30	At the end of ear	UZ an of your turns
•	discard your hand. Grapeshot Catapuit	AC.	C	***	4	AQ,4th 5th
.re	Do 1 damage to a ta Grim Monelith	arget flyir ART	ig cre		0	LL
TM	Grim Monolith does not a mana to your mana pool.	ıntap dur	ing yo	ur untap p im Monolit	hase 🏶 Add t h	bree colorless
TM	Grindstone  Put the top two	ART	R		*	TM laver's prave-
Put	yard if both cards share <b>Heartstone</b>					SH
h 5th	The cost of each creature	e ablity r	equid	ng an aeth	ration cost is red	i.ced by 🏶
LZ	This cannot reduce an at Heim of Chatzuk	ART	R	**	- (8)	L,U,R,4th 5th
n,5th		ART	R	*50	*	TM
UL	You may choose not to u target creature as long a	s you con	itrol (	if he m ani	d it remains tapp	60.
A,5th	Hive, The					L,U.R,4th,5th
nt-	Hopping Automaton  ** Automaton gets -1/-					UZ eu
- 3	Horn of Greed Whenever any player play	ART ys a land	, that	player dra	ws a card,	\$H
tn,5th	Hornet Cannon , . Put a token into	ART o play. Tr	eat tr	is token as	a 1/1 artifact o	SH reature with fly
TM: f he	ing that is unaffected by <b>Howling Mine</b>	summor ART	ing s	ekness. At	end of turn, des	troy the token. L.U,R 4th,5th
UL	During each player's dra- Infinite Hourglass	w phase. ART	that R		vs an add tionai d	eard. IA,6th
ent to	Put a time counter on In during any upkeep to	finite Hou	rglas	s during yo	ar upkeep Any Al creatures da	player may pay n +1/+0 for
th,6th	each time counter on Inf from Maiden	inite Hou ART	rglas:		in broatardo ga	Jı
UI.	During each of your oppi player for each card mor	onent's u	pkeep	s, iron Mai	iden deals 1 dan	nage to that
(3) tn,5th	iron Star  S: Gain 1 life for any n	ART	(J	**	40	L U.R.4tn.5th
th.5th	Ivory Cup	ART	Į.	96	(4)	L,U.R,4th,5th
th.5th	Gain 1 life for any v Jade Monolith	ART	R	-94	<b>(4)</b>	per. L,U,R,4th,5th
	Redrect all damage  Jalum Tome	ART	R	***	<b>(3)</b>	AQ. CH,5th
UZ	Draw a card an Jandor's Saddlebags	ART			your choice	AN,R,4th 5th
th,5th	🚳, 🏶. Untap target cr	eature.				

MANO CO PATING COST

MAGIC FACT Fylgia and Prismatic Ward were the only *loc*Age cards to be released with the old white mana symbol, having also been released as promo cards.

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

 ⊕ ARTIFACT 
 ● BLACK 
 ● BLUE 
 ◎ GOLD 
 ● GREEN 
 ● RED 
 ○ WHITE 
 ● LAND
 □ EA Enchant Artifact ART Artifact AC Artifact Creature CR Current Rarity EC Enchant Creature
EL Enchant Land

**EN** Enchantment EW Enchant World INS Instant INT Interrupt LL Legendary Land
MS Mana Source SC Summon Creature SL Summon Legend SOR Sorcery

NAME NAME KIND CR RATING COST SETS FOUND ART R .... I II 9 Ath 5th Javemdae Tomo . Draw a card ART R \*\*\*\* Joster's Cap ART R .... IA

Secrifice to look through target player's library and remove any three IA 5th cards from the game. TM Medallion
Your back spells cost (1) less to play.
ARY R --26 TM **xed Idol** ART R •• ♥ IN
Ouring your upkeep, Jinxed Idol deais 2 damage to you, Sacrifice a creature Target apponent gains control of Jinxed Idol permanenth **xed Ring** ART R •• Led Ring

ART R ••

Sh
Whenever any card is put into your gravevard from play, Ring deals 1 damage to you. Triplement any card is put into your graveyed intom pay, rong boas 1 or Secrifice a creature. Target opponent gains control of Ring permanently.

Regenerate target aritract creature. 1/1. ren's Tools

ART R -
B. ART R -
ART R -elf 5th Karn, Silver Salem AC R \*\*\* Whenever Karn blocks or becomes blocked it gets -4/+4 until end of turn. 117 oncreature artifact is an artifact creature who per its casting cost until end of turn, 4/4. Target noncreature artifact is an artifact creature with power and toughness each Library of Length ART U --- LUR.4th,5th
Skip your discard phase. If forced to discard, you can choose to discard to the top Skip your discars pieses, it instead or discars, you can know a few of your library rather than your graveyard.

Lifeline ART R •••• UZ
Whenever a creature is put into a graveyard and a creature is in play, return that creature from its graveyard to play at end of turn.

Lotus Blossom ART R ••• UZ

During your upkeep, you may put a petal counter on Lotus Blossom. • Sacrifice boning you bulkeep, you may but a peak counter of class bosson. 

Sossom Add X mana of one oo or to your mana pool, where X is the number of petal counters on Bossom

MS Petal

ART C --
TI tacker controls attack if able and all creatures with magnet counters that defender controls tasker contrils attack if able and all creatures with regired counters that deflaroke or block that creature if able. ••• P. A in a regivet counter in target creature.

ART R --
•• And 3 to your mana pool ••• Untap Mana Vault. Use only during your upkeep. Dies 1 damage to you 4 Vault is tapped at the end of your upkeep.

•• Add one coorless mane to your mana pool 171.

•• Add one coorless mane to your mana pool 171.

•• Add one Coorless mane to your mana pool 171.

•• Add one Coorless mane to your mana pool 171.

•• Choose and discord a card: Regenerate target creature

•• Choose and discord a card: Regenerate target creature

•• Choose and Coorless Mana Coorless creatures with power greater than 2 do not untap during untap phase. L.U.R.4th.5th **Memory Crystal** ART ART I

A buyback costs are reduced by Memory Jar ART R ••• UL

Scarifice Each player sets aside his or her hand, face down, and draws seven cards. At end of turn, each player discards his or her hand and returns to his or her hand each card he or she set aside this way.

Metallic Silver AC C •

Metallic Silver counts as a silver 1/1. Mategaane ART R --- U.
When a spell or ability one of your opponents controls causes you to discard Met rognome, p.ut four 1/1 artifact Gnome toxens into play. 

Put a 1/1 artifact Gnome toxens into play. ART II ... Take the top 2 cards from target player's library and glace them in that 117 🏶 🍪: Tap X lands. AE. 117 nd of turn, destroy that creature.

Diamond ART R ---Mox Diamond ART R Sh
When Mox Diamond comes into piay, choose and discard a land card or sacrifice
Mox Diamond. A Add one mana of any color to your mana pool. wingrral's Disk ART R

Destroy all non-land permanents. Comes into play tapped. Novinyrral's Disk FX © Discard your hatter Luterners surgers

Challesk of Undoing ARY R

© Take one of your permanents in play back to your hand.

AC U AC CH 5th \*\* Constitution of the Con Choose and discard a saru: rugonaum

Poart Medallion

ART R

Your white spe is cost bless to play.

ART R

ART R TM fA 5th Physician Colossus

Doss not untan during your untap phess. Pay 8 life: Untap Phyrexian Colossus.

Cannot be bioxed by fewer than three creatures & 8.

EXT R UZ Phyrecian Strimetre ART R \*\*\* 

Target opponent chooses one of the top two cards in your graveyard. Remove that card from the game and put the other into your hand.

Franklan Holk

AC U •• \*\*\* Phyraxian Processor ART R \*\*\* When Processor comes into play, pay any amount of life. \*\*. \*\* Put a Minion 117 token into play. Treat this token as a black creature with power and toughness each equal to the original paid life total

The Dark

5th Fifth Edition

**TA** Ice Age

LG Legends

(Aloha & Beta)

ī

EX Exadus

Antiquities Arabian Nights

**Beta Limited** 

CH Chronicles

AD

Phyrexian Splicer ART U ••• TM

One Choose flying, first strike, trample, or shadow. Target creature with that ability loses it until end of fulm. Another target creature gains that ability until end of turn. Trap ART U ••• 

Sacrifice Trap: Bury target attacking creature without flying Whenever any creature comes into pay, if there are two or more other creatures in pay, set that creature asks I Portoul is leaves play, put the creature into play st, choose whether to make Primal Clay a 1/6 wall, 3/3 ground creature, or 2/2 flying creature.

KIND OR RATING COST



I cast a Ring Of Gix on my last turn, and now it's my upkeep. Can I use the Ring Of Six even if I'm not going to pay its echo cost?

This month's stumpers come to us from the Seattle pre-release tourney. Now, under Fifth Edition rules: No. It's considered to be a permanent with a "pending phase cost." However, under Sixth Edition rules, you're free to use the Ring because the "phase cast" rule has been remound

Purging Scythe ART R • UZ
During your upkeep, Scythe deals 2 damage to the creature with the lowest toughness: You choose which one if there is a be,
Quicksiliver Amulet ART R • UL cksilver Amulet ART R \*\*\*\*

Chose a creature card in your hand and put that creature into play.

ART R \*\*\*\*\* 18 ho. . Tap target artifact, creature, or land L.U.R.4th.5th Do 1 damage to any target. Ruby Medalion ART R

Your red spells cost a less to play.

ART R TM Sapphire Medallion ART R
Your blue spells costs 10 less to play,
ART R TM Scaling Tougs
During your upkeep, if you have three or fewer cards to your hand, Scalding Tougs
deals 1 demage to target opposit.

Scranbeag

ART R

ART R

ART R

ART R

ART R

ART R Scrapheag
Whenever an artifact or enchantment is put into your graveyard from play, gain 1 life.
Scroll Rack

ART R

Scroll Rack

ART R

Choose any number of cards in your hand and set those cards aside. Put an equal number of cards from the top of your library into your hand. Then put the cards set aside in this way on top of your library in any order.

point Generator ART R --- LG, CH.

Put a Poison Snake token, a 1/1 artifact creature, in play, if a Snake damages opponent, opponent gest 1 poson counter,

and 1 actions damages opponent, opponent gest 1 poson counter,

and 4 the state of th

\*=any number num or con-of your upkeaps. \*/(7-\*). Shifting Wall Counts as a Wall. Shifting Wall comes into play with X +1/+1 counters on it. 6/0

Il Cataput ART J --- II.5th Skull Carboutt ART J ••• Scarifice a creature to do 2 damage to any target,

Styshapor ART J ••
Sacrifice: All creatures you control gain flying until end of burn.

okestack

ART R •••

Ouring your upkeep, you may put a counter on Smokestack. During each player's L.U.R.4th.5th

The state of the s Skip your dispard phase: Skip your dispara problem ART R

At spells cost an additional 1 to play.

ART C

unoc's Toy

ART C -
Prevent 1 damage to any creature, Get it? Squeeze Toy? Groan

MAGIC SET ABREVIATIONS MG Mirage U PR Promo

Untimited UL Urza's Legacy Urza's Saga UZ SH Stronghold Visions WT Weatherlight

NAME KIND OR RATING COST Static Orb ART R ... Players cannot untap more than two permanents during their untap phases. was of the Chosece ARI R • SI
© Tappel tegoriges +2/+2 until end of turn.

\*\*Report tegoriges +2/+2 until end of turn.

\*\*Report Tappel treature gets +1/+1 as long as Weaponry remains tapped You may choses not to ...may Weaponry during untap phase. Telethopter

AC U • Tap a creature you control Telethopter gains flying until end of turn. 3/1.

Temperal Aperture

ART R • Temperal Aperture Temporal Aperture ART R •• Until end of turn as long as Shuffle your library and reveal the top card. Until end of turn as long as that card remains on top of your library, you may play the card as though it were in your hand without paying its casting cost.

pter Squadren AC R \*\*

Rying. Comes Into play with 3 +1/+1 counters. (I) Remove a counter; Put a 1/1 flying artifact creature Thopter token into play Play as a sorcery . Sacrifice a Thopter, Put a +1/+1 counter on Squadron Play as a sorcery, 0/0. Thran Lens ART Al permanents are colorless

Thran War Machine AC U ...
Echo Thran War Machine attacks each turn if able, 4/5 Thran Weaponry ART R •• UL

Echo, You may choose not to untap Thran Weaponry during your untap phase. All creatures get +2/+2 as long as Thran Weaponry remains tapped.

 All Creatures ART L + 
 During your upseep, you may and up to two colorless mana to your mana pool. This mana cannot be spent to play spells. Throne of Bane

ART U

San 1 life sach time a black spall is cast. Use only once per spell.

Thumbscrews

Dung your upkeep, if you have five or more cards in your hand. Thumbscrews During your upreep, in you have the or more cards in your name, internosed relasts of damage to target opponent.

Ticking Gnormes AC U --- 
Ecno Sacrifice Ticking Gnormes Ticking Gnormes deals 1 damage to target creature or preyer 3/3. ART R ... Put a counter on Bornb during your upkeep. . Sacrifice. Do X damage to each creature and player, where X is number of counters on Bomb. Torture Chamber ART R --- TM

During your upkeep, put a counter on Chamber. At end of your turn, Chamber deals 1 damage to you for each counter on it. 

• A Remove all counters from Chamber
Chamber deals 1 damage for each counter on it to target creature.

Transmogrifying Licid AC U • • • • usamogrifying Ucid

Counts as a Lucol See Sh. Lucol losses this ability and becomes a creature enchantment the reasts "Enchanted creature gets +1/+1 and counts as an artifact." You may pay 10 to end this effect. 2/2. bilicus ART R -- During each player's upkeep, that player pays 2 life or returns a permanent he is to owners hand. ART U --- & ART L . 0 Sacrfice Look at a random card from opponent's hand, Cantrip.

Blueprints

ART R foto. . Oraw a card teho. 

Notrath's Laboratory 

ART 

Notrath's Laboratory 

Notrath's Voltaic Key

Untap target artifact.

AC Units Commer's ha Wall of Junk

AC U

Whenever Wall blocks, return it to owner's hand at end of combat. D/7. Wall of Spears AC C \*\*

First strike, counts as a wall. 2/3.

Watchdog AC U \*\* ARI 4th Rth Watchdog AC U -Brocks if able. If Watchdog is untapped, all creatures attacking you get -1/-0. 1/2. Wheel of Terture set of Torture ART R •• UL During each of your opponent's upkeeps, Wheel of Torture deals 1 damage to that player for each card fewer than three in his or her hand. Whatstone ART R •• Seach player pits the top two cards of his library into his graveyard.
Winder Orb ART R ••• Seach player pits the top two cards of his library into his graveyard. LIIR 4th 5th Inter Orbital ART Research ART Research Research AC U - Wirecat AC U - Wirecat AC Wirecat Cannot attack or block if an enchantment is in play, 4/3. richerse AC R ••• Comes into play with 4 +1/+1 sounters Remove a counter: Add one colorless mana to your mana pool. Play this ability as a mana source. 0/0.

Worn Powerstane ARI U •

Comes into play tapped. • Add two colorless mana to your mana pool. BLACK

nandon Hope SOR U •• SOR U •• Choose and discard X cards: Look at target opponent's hand and choose X of Remove two non-artifact creatures from the game and take 5 damage.

4 Moon

EN R ••••

L Bad Moon A land autent deathers in the ingland and the background in the background L.U.R.4tn,5th Destroy target laind or numerous Represented this turn.

Bellowing Flend SC R • IM

Bying Whenever Bellowing Flend damages any creature. Bellowing Flend deals 3 damage to that creature's controller and 3 damage to you 3/3.

UZ

Whenever a green creature is put into a graveyard from play, its controller chooses

EX

117

FX

EX

TM



NAME	KIND	CR R	ATING	COST	SETS FOUND
Black Knight	SC	[] ***	***		1.U,R,4th,5ti
Protection from white Blight	, first strike. Fl	2/2.			LG.4th.5tl
If target land is tappe	ed, destrey it	at end o	f tum.		Ed Injou
Blood Pet		C			TN
Sacrifice 8.ood Pet. A	Add 🏶 to yo	our mana	ppgs. 1	/1	
Blood Vassal	32	C ••		00	U.
Sacrifice Vassa: Add				/2.	
Bog Imp	SC	0		**	DK,4th,5t
Flying, 1/1, You wan		quips :1k	e this o	ne in <i>Duelist</i>	
Bog Raiders	SG	£ *1		<b>***</b>	U
Swampwalk. 2/2.	pp	n		-	DIV DIT CA
Bog Rats	38	32 40			DK,CH,5t
Cannot be blocked by Bog Wraith	wans. 171. SC			-	L.U.R.4th.5t
Swampwalk, 3/3, Quip			Паит	fe Duny is not	
Bone Shredder		1031-16001	riwnir	AS QUUE IN THE	i i i i i i i i i i i i i i i i i i i
Flying echa. When S			lav. des	almy tamet n	
creature, 1/1.	miceed win	р	will man	maj migat ii	
Bettomless Pit	EN	U		044	13
Burian anch playor's	unkana that	nin me ni	nanzrin	a pard at car	ulam

During each player's upkeep, that player discards a card at random.

Bounty Hunter SC R ---- TM

Put a bounty counter on target nonblack creature. ©: Destroy target creature with any bounty counters on it. 2/2.

with any boundy countries on it. 272.

Breach NS C • UZ

Target creature gets +2/+0 until and of turn. That creature cannot be blocked except by artifact creatures and black creatures this turn.

Perdding Pit.

Put a 0/1 Thrull token .n play at the end of each of your turns. Pay • during upleap or bury Breading Pit.

Brick of Madness BV R • • UU

Brink of Madness EN R --- UL

During your upkeep, of you have no cards in hand, sacrifice Brink of Madness and target pappnent discards his or her hand. sken Visage INS R •• \*\* HL.5tt Bury target non-artifact attacking creature and put into play a black creature with

power and toughness equal to target creature. Bury token at end of turn.

sh with Death SOR C ••• Buyback . Target opponent loses 2 life, You gain 2 life. 117 ckling Flend

SC C

When Flend comes into play, each of your apponents discards a card. 2/1

mithalize

Choose two target creatures controlled by any one player. Ramove one of those
creatures from the game and put two + 1/+1 counters on the other.

mouhage

SC C SH Cannibalize

Carnophage SC C ---- During your upkeep, pay 1 life or tap Carnophage. 2/2. Carrion Ants -LR 4th 5th SC -+1/+1 until and of turn. D/1.

Carrion Beetles [ · SC . Exemple from the game up to three target cards in one graveyard, 1/1

49.4 22 You may leave Queen tapped. . Put target creature from any graveyard nto play under your control. Remove creature from the game if Coffin Queen becomes untapped or if you loss control of Coffin Queen 1/1.

mmander Greven ii-VocSL R \*\*\* Commander Greven il-Vec St

CR RATING COST

mmander Greven I/-Yeo.Sl. R ••• @ • TM
When Commander Greven II-Yeo comes Indo play, secrifice a creature Greven cannot be blooked except by artifact creatures and black creatures. 7/5. Contamination 117 ntamination EN R \*\* U
Dunng your upkeep, scorifice a creature or sacrifice Contamination. Whenever a

land is tapped for mana it produces instead of its normal type and amount. Corpse Dance

NS R \*\*\*\*

Buyback \*\* Put top creature from your graveyard into pay. Creature s unaffected by moning sickness this turn and is removed from the game at end of turn.

SOR C •• ••

Corrupt Corrupt deals 1 damage to target creature or player for each swamp you control You gain life equal to the damage dealt.

Corrupting Licid SC U • SI

Corrupting Licid loses this ability and becomes a creature enchantment

That reads "Enchanted preature cannot be blocked except by artifact creatures and black creatures" instead of a creature Move Corrupting Licid onto target creature You may pay — to end this effect. 2/2.

SH

FX FX

TM

ÉΧ

TM

EX

ты

TM

TM

SH

Trou may pay & the ord in street. 2. Caread Skirge &C U -Flying, Unaffected by summoning stokness, 2/2.
Crovex the Cursed St. R -Courts as a Amprine. Comes into pay with four +1/+1 counters. During your upleap, sacrifice a creature and put a +1/+1 counter on Crovex, or remote a

upmous, sourmer a usefulle and put a +1/+1 counter on trovax, of remove +1/+1 counter from Crovax. •• Crovax gains flying until end of turn. D/O, Culling the Weak MS C •• Sacribice a creature: Add •• To your mana pool. 

... Cursed Land FI | 00 LILR 4th 5th Do 1 damage to controller of target land during apk IA.MG.TM

117 L,U,R,4th,IA,MG,5th,TM And to your mana pool. 0 ... 117

All creatures are black. Darkling Stalker SC C --
Regenerate Stalker Stalker gets +1/+1 until end of turn. 1/1.

Dauthi Cutthroat SC U ---Shadow . . : Destroy target creature with shadow. 1/1

Dauthi Embrace EN U ...

Gauthi Embrace EN U --- &
Target creature gains shadow until end of turn.

Dauthi Ghoul SC U -- & Shadow, Whenever any creature with shadow is put into any graveyard from play, put a +1/+1 counter on Dauthi Ghoul. 1/1. 80 Dauthi Horror SC C \*\*\*

adow Dauthi Horror cannot be blocked by white creatures. 2/1. Shadow S. Sacrifice Jackal SC C --- Statute United Statutes 271.

Shadow S. Sacrifice Jackal Destroy target blocking creature. 2/1.

uthi Marauder SC C --- ST

Sharlow, 3/1: Shadow, (a.e.): Dauthi Mercenary SC U ••• Shadow, (a.e.): Dauthi Mercenary yets +1/+0 until end of turn. 2/1. Dauthi Mindripper SC U --- TM Shadow Sacrifice Dauthi Mindripper, Defending player chooses and discards three cards. Use only when Mindroper's attacking and unblocked 2/1

NAME KIND CR RATING COST SETS FOUND SETS FOUND

> 28 - FE 5th Your black spells cost an additional . 4/4. Despondency EC C •• 
> Enchanted Creature gets -2/-0, When Despondency is put into a graveyard from play return it to owner's hand. INS C \*\*\*\* Disholic Edict

Diabolic Edict

Target player scarrifices a creature.

When Servitude

When Servitude comes into play, chaose target creature in your graveyard and put it into play, when the chosen creature is not time or graveyard, remove the creature from the game and return Servitude to owner's hand. When Servitude leaves play, comes the propose creature servities. from the game and return Servinus w owner or remove the chosen creature from the game.

Discordant Birge 

LURAHMOSH damage done. You cannot gain more kife than target's current toughness.

Dread of Night

EN U \*\*\* All write creatures get -1/-1. Dregs of Sorrow SOR R \*\*\*\* A
Destroy X target populack creatures. Draw X cards.

-Orudge Skeletons SC C •••

Regenerates, 1/1. I R Ath 5th Look at target opponent's hand and discard a noncreature, nonland card there. Destroy target green creature. 3/3. Endless Scream **60.0** 

Enchanted creature dets +X/+0 E ... feeblement EC Enchanted creature dets -2/-2. MICTM 

When Engineered in regulation the chosen type get =1/-1. -Entropic Specter SC R \*\* \*\*\*

Flying, Entropic Specter has power and toughness each equal to the number of player chooses and discards a card. \*/\*.

Raiders SC C ••• AN,R.4th

Frg Raiders SC C ••• Take 2 damage at end of turn if Erg Raiders don't attack. 2/3, Evil Eye of Orms-By-Gore SC U •• AN.R.4th.5tn e of Orms-By-Gore SC U •• LG.5th creatures may not attack, except for Evil Eyes. May only be blocked by wals. 3/6 Full Dreamers may fine chank, accept out on the constraint of the full of the

R ... \*\*\* Protection from white When Eviscerator comes into play, lose 5 life. 5/5. Name

SOR C \*\*\*

Each player chooses a creature card in his or her graveyard and puts it into play.

INS C \*\*\*\*

INS C \*\*\*\* Exhume Expunce

Bury target nonartifact, nonblack creature. Cycling 🏶: Destroy all creatures of any creature type of your choice

SC U --- SC U -ien Angel SC U ••• See Sacrifice a creature: Fallen Angel gains +2/+1 until and of turn. 3/3. LG.CH.5th Fear EC U CONTROL OF A CONTROL 1 94514 5th

Fevered Convulsions EN R •••

Put a 1/-1 counter on target creature. 0.0 Flesh Reaver sh Reaver SC U •• •• Whenever Reaver successfully deals damage to a creature or opponent, Reaver deals an equal amount of damage to you. 4/4. . Foo of Gnats

SH

Flying : Regenerate Fog of Gnats. 1/1. Foul Imp Flying. When Foul Imp comes into play, lose 2 life. 2/2 Sharle SC C ... .. L.R.4th.5th zen Shade SC U \*\*\*

•: +1/+1 until end of turn. O/1.

SOR U \*\*\* 999

Target player chooses and discards three cards. ---Funeral March EC C -- HL5tt
When target creature leaves play, that creature's controller must sacrifice a creature. Ignore this effect if he controls no other creatures.

nt Cockroach SC C •• ••

Gravedigger SC C -- TM
When Gravedigger comes into play, you may return target creature card from your graveyard to your hand. 2/2.

EN. R ----Whenever any creature you control is out into any graveyard each other player sacrifices a creature. Greater Werewolf sacrifices a creature.

sater Werewolf SC C --- 
After combat, put a -0/-2 counter on all creatures that blocked werewolf. 2/4.

Illub SC C → Some 1 later to the second of tred INS R \*\*\*\*
Pay X life: Target creature gets +X/+0 until end of turn.

catomb EN R ••• IA.51 Sacrifice four creatures when Hecatomb comes Into play. •: Tap a swamp you IA 5th control to have Hecatomb deal 1 damage to any target. Whenever Dogs attacks, it gets +2/+D until end of turn. 3/3. LUR4thIA5th

Target creature gains +X/+D until end of turn. Gotten Gains SDR R •••• 
Remove (II-Gotten Gains from the game, All players discard their hands, then each player parts up to three parts from his or her prayevard into his or her hand.

LL Legendary Land MS Mana Source





think it's too much to ask for your opponent to put three creatures into play so he can be stomped by Defense of the Heart, but he won't always agree. No matter-with Reins of Power you can let him borrow three of your creatures, and load up on Multani's and Polar Krakens to your little old Heart's delight.

Carrionette 30 R .. TM (B) (B) Remove Carrionette and target creature from the game That creature's controller may pay 🌑 to counter this ability. Use this ability only if Carrionette is in your graveyard, 1/1. SC 6 \*\*

Cloak of Confusion EC C As a ballity as a sorcery. 2/2.

[If target attacking creature is not blocked, you may have it deal no damage and IA 5th force the referreding player to discard a card at random.

It Sliver SC C ••• September 5. Regenerate this creature. 1/1.

ercion SDR C \*\*\* YS
Look at target opponent's hand and make him discard a card of your choice, -VS, TM

SC P ... Dauthi Slaver Shadow, Each turn, Dauthi Slayer attacks if able. 2/2 Dauthi Trapper SC U : Target creature gains shadow until end of turn. 1/1. Dauthi Warder States a space with a large with a factor of the state o erated this turn. SOR C ---94

Destroy target tapped creature. SOR C == (2) (3) FY Return two target creature cards from your graveyard to your hand.

athorio

EN U --- L,U,R,4th,5th Deathgrip EN

AC Artifact Creature

CIR Current Rarity

MAGIC FACT Rebirth is the only green ante card, while Tempest Efreet is the only red ante card. Blue and white have none. MAGIC DATA

EC

**Enchant Creature** 

EL Enchant Land

C=COMMON U=UNCOMMON R=RARE

8.0

Summan Legend

SOR Sorcery

♠ ARTIFACT
♠ BLACK
♠ BLUE
♠ GOLD
♠ GREEN
♠ RED
○ WHITE
♠ LAND SC. Summon Creature ART Artifact EA Enchant Artifact FM Enchantment TMT Internet EW Enchant World

TNS Instant

NAME	KIND	CR	RATING	COST	SETS FOUND
Imp's Taunt	INS	U	44	80	TM
Buyback . Target crea Initiates of the Ebon Ha	ture attac	cks th C	is turn if a	ble.	FE.Sth
Add  to your man	ra pool, B	Bury Ir		nore than 🏶	
in one turn 1/1. Keeper of the Dead	SC	U	***		EX
<ul><li>Ф. Ф. Destroy target п</li></ul>	onblack i	creatu	re. Play th	s ability only	if that creature's
controller has at least two have in yours 1/2.	) lewer c	reami	e carus ni	nis ui nei yn	
<b>Kezzerdrix</b> First strike. During your u	SC inkean if	R	nnnnnents	control on ci	eatures Kezzerdrix
deals 4 damage to you. 4	1/4.			DOJIEGI NO GI	
Kjelderan Bead You must sacrifice a crea	SC iture whe	C in Dea	d comes i	ento play 🏶 :	Recenerate, 3/1.
Knight of Dusk  Sestroy target ore	SC	U		***	TM
Knights of Stromgald	SC	U	****		IA,5th
Protection from white.   Krovikan Fetish	۩: +1. EC	/+0. C	: First s	trike. 2/1	IA,5tn
Target creature gets +1/			***		SH
Lab Rats Buyback 🖚 Put a 1/1 b	ılack rat	token	into play.		
Lesching Licid  Licid oses this at	SC oility and	U becon	nes a creal	∰ ● ture enchantm	TM entthat reads "Dur-
ing the upkeep of enchan	ted creatu	JES S	controller, L	ució deals 1 d	amage to that
player" instead of a creat. Leshrac's Rife	EC	U	ay was tu s	AU THIS BLIBRY.	IA, 5th
Enchanted creature gains Living Death	swampw SOR	valk. R		900	TM
Set aside all creature card	s in all gi	raveya	ros Then,	put each creat	ture that is in play
into its owner's graveyard.  Looming Shade	sc sc	c eacr	creature o	ard set aside	into piay.
Shade gets +1/+1   Lord of the Pit	until end SC	of tur R	n. 1/1.	***	LU.R4th5th
Flying, trample During yo	ur upkee	p sac	crifice a cr	eature other t	
or Lord of the Pit does 7 Lost Soul	damage	to you C	J. <i>111</i> .	000	LG,4tn,5th
Swampwalk 2/1. <b>Larking Evil</b>	EN	0	***	***	117
Pay half your life: Evil bei	s semos	4/4 0	reature wi	th flying that	counts as a Horror
Lurking Skirge When a creature is put in	EN ito one of	R f your	орроленts	graveyards,	Skirge becomes a
3/2 creature with flying Maddening Imp	that cour SC	nts as	an Imp.	0.0	TM
Flying. 🏶: All pop-Wall i	creatures	targe		controls atta	ck this turn if able.
At end of turn, destroy ea only during target oppose					
Mana Leech You may choose not to uni	38 an i godh		ee Tan tarnet	land As lenn	ZU enismen mag l es
tapped, that land does not	untap dur	ing its	controller's	untap phase.	1/1.
Marsh Lurker Sacrifice a swamp: Marsh	SC 1 Lurker i	.C canno	t be block	<b>®®</b> ed this turn e	TM xcept by artifact
creatures and black creat Megrim				0.0	SH
Whenever any opposent of	discards :	a card		deals 2 dama	ge to him,
Mind Maggots When Maggots comes int	SC o play, d	U iscard	any numb	er of creature	EX e cards. For each
card discarded this way, Mind Peel	put two + SOR	+1/+ U	counters	on Maggots.	2/2. SH
Buyback 🐲 🏶 . Targe Mind Ravel			es and dis	cards a card.	IA,5th
Target player must discar	d a card.	Draw	a card at	the beginning	g of the next turn.
Mind Warp Look at a player's hand a	SDR nd make	U him s	dispard X o	ards of your	IA,5th choice.
Mindstab Thrull If Thrull attacks and is no	SG	Li .	4.0	***	FE,OTA
It to force the perender to	discard	three	cards. 2/2		
Mindwarper Comes into play with thre	SC e +1/+*	R 1 cour	nters. 🕸 🕯	Remove a	+1/+1 counter:
Target player chooses an Mindwhip Sliver	discard SC	s a ca	ard. Play tr	is ability as a	. sorcery. O/O. TM
Each Silver gains "@, Sa	acrifice th	nis cre	eature: Tar		
random Play this ability a Minion of the Wastes	SG	R	2/2.	0000	TM
Trample. When you play I power and toughness eac				y any amount '/*.	of life. Minion has
Margue Thrull Sacrifice Thrull: Put the t	SE	C	**	90	SH stranguard 2/2
Mortuary	EN	R	***	<b>**</b>	SH
Whenever any creature is top of your library.	put inta			rrom play, pu	
Murk Dwellers If Murk Dwellers attack a	SC and in mont	black	ee ad it nain	<b>③●</b>	DK.4th,5th
Nausea	SOR	C			EX
All creatures get -1/-1 un Necrite	noi ene e SC	r turn C			FE,5th
If Neorite attacks and isn' it to bury a target creatur	t blocked	l, you	may have	it deal no da	
Necrologia	INS	ll.	***	***	EX
Play Necrologia only duri: Necropotence	EN	R	****		IA,5th
Skip your draw phase « It to your hand at the stat	e: Pay 1 t of your	next	set aside discard of	the top card lase.	ot your library. Add
Nether Shadow	SC	R	**	<b>**</b>	L.U.R.4th,5th
If three creatures are abo troiler's upkeep. Unaffecti	ed by sur	nmen	ing sicknei	ss. 1/1.	
Nightmare Flying, Power and toughn	SC	R	***	9.	L,U,R,4th,5th r bas, */*.
No Mercy Whenever a creature such	EN	R		***	DE :
No Rest for the Wicked	EN	IJ	***	0.0	UZ :
Sacrifice No Rest: Return from play this turn.	to your t	nand a	all creature	cards put in	
Oath of Ghouls During each player's upke	EN en If the	g en an	eee mare cre	ature cards in	EX :
graveyard than in target o	ipponent'	s grav	eyard the	player may r	eturn a creature
card from his graveyard t	o his han FN	ld o		488	117

Whenever a player successfully casts a spell, that player discards a card

NAME

| Comparison | Comparison

## STUMPERS



What happens when I enchant one of my creatures with Treacherous Link and a Pariah?

Under Fifth Edition rules, this is an infinite loop. The result is that damage dealt to you will stick to you, and damage dealt to the creature remains on the creature. Under Sixth Edition rules, however, you get to choose where the damage ends up.

SOR R \*\*\*

\*\*\*

Choose a color. Look at target player's hand and discard all cards of chosen color.

titience EN G ••• LU.R.4th.5th. UZ

At the end of each turn, if no oreatures are in play, sacrifice Pestilence. •• Pesti-Pestilence lence deals 1 damage to each creature and player.

Phyrexian Broodlings SC C --- ® \*\*

Sacrifice a creature: Put a +1/+1 courter on Broodlings. 2/2. Phyrexian Debaser SG C -- S of of the 2/2.

Phyrexian Debaser SG C -- S of of the 2/2.

Phyrexian Defilier SC U -- S of of the 2/2.

Scartfloe: Target creature gets -3/3 until end of turn. 3/3. lif Phyraxian Denouncer SC C -
Scarifics: Target creature gets -1/-1 until end of turn. 1/1.

Phyraxian Ghoul SC C ---UL Phyrexian Ghoul
SC C •••
Sacrifice a creature: Ghoul gets +2/+2 until end of turn 2/2. 117 Secrifice: Target creature gats -4/-4 until end of turn. Secrifice a creature: Target creature gats -1/-1 until end furn. 4/4. ÜL prexian Reclamation EN U --- 
Prexia SC C •• To Pit Imp gets +1/+0 until end of turn. You cennot spend more than Flying : Pit Imp gets + 1/+u unu Substitution of 1.

SC C \*\* . . SC R ... \*\*\* First strike. During your upkeep, pay 🌑 or sacrifice Pit Spawn. If Pit Spawn damages any creature, remove that creature from the game. 6/4.

gue Beetle SC C = 4 lii - SC C + Plague Rats wer and toughness equal number of Plague Rats in play \*/\*.

ebearer SC R ••• guebearer SC X --- The second of the second 117 mar Yold EN U •• 
Whenever a card is put Into a graveyard, remove that card from the game. SOR R ••• IA,5th
Each player sacrifices 1/3 of their life; then they must discard 1/3 of the cards in Priest of Gix -SC . 1 When Priest of Gix comes into play, add to your mana pool. 2/1. Rabid Rats if any are in hand, 2/1, U \*\* Bain of Filth INS

land you control gains "Sacrifice: Add ♦ to your pool" until end of turn.

Tears SOR U •••

Rain of Tears Destroy target land.

Raise Dead SOR C ... LJLR.4th.5th eature from your graveyard into your hand le SC U •• 4 Bring a creat.

Rank and File When Rank comes into play, all green creatures get -1/1 until end of turn. 3/3.

Rats of Rath SC C ---: Destroy target artifact, creature or land you control. 2/1. SC C -- Rying, Whenever Skirge attacks, it gets +2/+0 until end of turn. 1/1, animate Reani infimate SOR U --- TN
Put target creature card from any graveyard into play under your control. Lose life TM equal to that creature's total casting cost. **kless Spite** INS U • Reckless Spite INS U --Destroy two nonblack creatures. Lose 5 life. 500 TM Reclusive Wight clusive Wight SC U -- UZ

During your upkeep, if you control any other nonland permanents, sacrifice Wight. 4/4. Company you upweep, if you consure any outer humans personance in Recentring Nighthmare Br. R. Secrifice a creature, Return Recurring Nightmare to owner's hand: Put target creature care from your grayered into play they this ability as a sorcery, Banned!

Reprocess

Secrifice any number of artifacts, creatures and/or lands and draw a card for each venant SC R --- Sh Flying Revenant has power and toughness each equal to the number of creature cards in your graveyard. \*/\*.

Sadistic Glee EC C •• Whenever any creature is put into any graveyard from play, put a +1/+1 counter on enchanted creature. SC U --- @ ... 117 Sannuine Guard First strike, 🗣 🗱. Regenerate, 2/2. Sarcomancy
Put a 2/2 black Zomble token into legy During your upkeep, if there are no Zombuss in play. Sarcomancy deals 1 damage to you.

EX. Scare Tactics MS C •• Al creatures you control get +1/+0 until end of turn.

Scatte Zombies SC C • L.U.R.4th,5th 2/2 /77777 SC ... Typng. 

Repenerate Screeching Harpy, 2/2.

Phyng. Autocrat SC R 

When Autocrat comes into play, put three 0/1 black creatures into play. 2/2 when Audotat comes into play, but the U / J deach creat

Serpent Warrior SC C • • • •

When Serpent Warrior comes into play, loss 3 life, 3/3.

Servant of Yolrath SC C • •

16 Servant of Yolrath leaves play sacrifice a state. 3/3.

Sick and Tired INS C • • • • • SH TM UL k and Tired IN-5 Two target creatures each get -1/-1 until end of turn. ken EC C •••• ten EC C c Enchanted creature gets -1/-1. Cycling ... UZ Elitable Greating global State HZ and put a +1/+1 counter on it. C/0, UZ Enchanted creature cannot be blocked except by artifact creatures and black creatures. When Sleeper's Guile is put into a graveyard from play, return Sleeper's Guile to owner's hand. SC Target creature becomes 0/2 until end of turn 1/1. Souldrinker SC U ••• Pay 3 life: Put a +1/+1 counter on Souldrinker. 2/2. ... FX Spike Cannibal | == Comes into play with one +1/+1 counter. When Cannibal comes into play, move all +1/+1 counters from all creatures onto Cannibal, 0/0, inal Graft EC C == T Enchanted creature gets +3/+3. If enchanted creature is the target of a spell or **Spinal Graft** ability, destroy the creature. Cerature cannot regenerate this turn.

ined Fluke

SC U --When Fluke comes into play, saurifies a creature. ©: Regenerate. 5/1.

omgald Cabal SC R ----Stromgald Cabal IA.5th 1 life to counter a white spell. 2/2, Stronghold Assassin SC R Scriptor SC R Scriptor a creature: Destroy target nomblack creature. 2/1. SH Stronghold Taskmaster SC ŠH All other black creatures get -1/-1, 4/3. LN R •• UL

During your upkeep, each of your opponents loses 1 life. Bain 1 life for each 1 life
first this way. Subversion INS C ... UL Destroy target creature with power 2 or less. Cycling anted Æther EN R •• Whenever a creature comes into play, its controller sacrifices a creature or land.

Whenever a creature comes into play, its controller sacrifices a creature or land.

Bury target creature. Cannot target black or artifact creatures. Tethered Skirge SC U -- SSE Flyng Whenever Skirge becomes the target of a spell or ability, lose 1 life. 2/2

Thrull Retainer EC U --- FE, FE.5th Thrull Retainer EC U -- EE
Gwe target +1/+1. Secritics Retainer to regenerate the creature.

Thrull Surgeon SC C -Socritics Surgeon: Look at target player's hand and choose one of those cards. The player discards that card. Play this ability as a surcery, 1/1. SH Terment FC f \*\* Enchanted creature gets -3/-0. Torture E6 C •• Torture Place a -1/-1 token on creature Torture anchants.

Tortured Existence EN C •• C. Choose and discard a creature card: Return target creature card from your HL.5th graveyard to your hand.

Touch of Death SOR C •• ` \*\* De 1 damage to any player and gain 1 life. Cantrip.

KIND OR RATING COST

	NAME	KIND	CH	RATING	COST	SEIS FU	UND
			_				117
	Back to Basics	EN	R	ee 			UZ
B	Nonbasic lands de not i			ir controlle	ers untap pi	1888S,	UZ
ring	Barrin, Master Wizard  B. Sacrifice a perman	SC Schur	17		n to owner's	hood 1/1	UŁ
•	Benthic Behemoth	SC.	i lary	Br Ciedini	S ISHWU UJ S	Hang. 17 ta	TM
	Islandwalk, 7/6.	OU.	EX		-	•	(m)
(6)	Binding Grasp	FC	IJ		4		IA.5th
	Pay 🏶 🏶 during upke			no Graso.	Gain contro	of target creat	ture.
- 5	which gains +0/+1.	-r 3					
ETS FOUND	Boomerang	INS	8	***		LG,CH,M	AG,5th
10 10000	Return target permanen			ıd.			411
III.	Bouncing Beebles	SC	G.	**	30		UL
	Bouncing Beebles is un				er controls a	n artifact. 2/2.	I E EAL
UL	Brainsterm	INS	C	400		ton of court the	IA,5th
3 or less and	Draw three cards, then	put any tw INS	ć o čan	DS IFORN YO	ITU DILIBIT TUC	tup en your nor	TM:
	Capsize Buyback . Return tar				hand		THE
L,U,R,4th,5th	Catalog	Der heuma INS	E.	n naimi	and the		IJZ
0.7	Draw two cards, then c				-		94.
UZ.	Chili	EN	ا	999	-		TM
IJZ	Red spells cost an addi			٧.			
ηŁ	Cloak of Mists	EC	C	***	400		UZ
LG.4th.5th	Enchanted creature is u	mblockable					
spent this way	Cloud of Faeries	SC	C	***	40		_ UL
opanic one may	Flying, When Faeries or			intap up to	e two lands.	Cycling 🦚. 1	7]
EX	Cloud Spirit	SE	C	**	***	* 0	SH
of turn. 2/2.	Flying Cloud Spirit can		ctea	ures with	trying 3/1.		UZ
UZ :	Confiscate	EP	U	•••	***		ijΖ
ccessfully	You control enchanted Contempt	PETTRACIETIC FC	C		44		SH
d put a	If enchanted creature a			at creature	and Conte	not to owner's	
1174	at end of combat.	IIIIONO, IGIL	MII UII	at orbataire	dile dunta	npt to demot o	(im)tu
UZ :	Coral Merfolk	SC	C		8.0		UŽ
you may put	2/1.						
by it at end of	Counterspell	NT:	Ĉ	*****		LUR4THJA	MT,dic.
UZ	Counter target spell as				a. h		****
ture and put	Cunning	EC	C	**	40	blanks	EX
mio pui	Enchanted creature get		it enc	hanted co	eature attac	ks or blocks, sa	ecritice
UZ	Cunning at end of turn.		0				117
rifice	Each player chooses a	INS constant b	C a conti	trole and a	phirne it to	nwngr'e hand	UL
number of	Curiosity	EC EC	2 GUU	nois-ann n	A III	omnor o manu.	FX
ım.	If enchanted creature d			nent. vou	may draw a	a card.	0.
EX	Dance of Many	EN	R	***		DK.	CH,5th
Dungeon. and outs that	Put a token creature in	play and !	reat i	t as a dup	cate of tar	get creature. If	either
asiu puta tilat	the token or Dance of t	Many leave	s play	, beth mu	ist be destro	yed. Pay 🏶 🖲	dur-
LUR.4th.5th	ing upkeep or destray l	Dance of N	апу.				
minglish chishnotti	Dandan	32	C	64		AN.	CH,5th
SH	Islandhome, 4/1.	no			de de		LII Est
amount of	Bark Maze	SC at the c	انا مطارحة	bring area	min Hoze fr	um this comes I	HL,5th
	<ul> <li>Can attack this ture</li> <li>Maze cannot attack the</li> </ul>	TI. AT THE E	moe t	tum, rem	UVS MAZE II	om one game. I	JATK
L.U.R.4th,5th	MAZE CAUTO, ARROY THE	mus ir co	IIIRZ (	nedel Anni	POLIDE		
11104 5							
L,U.R.4tn,5th	KILL						-
UZ							
UZ							

NAME

Aft 4th 5th

L.U.R.4th.5th

EΧ

117

LG.CH.5th

LUR4th.5th

KIND CR RATING COST SETS FOUND KIND OR BATING COST SETS FOUND NAME Bream Prowier 22 ... ann Prowler

SC C S

SD S

SD S

SD S

Filing Diffine

SC R S

SC R S Brifting Djinn Duplicity on Duplicity. During your upkeep, you may exchange all the cards in your hand for the cards on Duplicity. At the end of your turn, discard a card. If you lose control rey Field EN R --- Li

Prevent all damage dealt to you from sources you do not control. When a card is put into your graveyard, sacrifice Energy Field. . Each artifact requires during upkeep or it must be destroyed. AQ,R.4th,5th **Energy Flux** revete INS C ••
Tap target creature, land, or artifact. Cantrip. LA 5th SC 444 FY Equilibrium FN R \*\*\*\* -Whenever you successfully cast a creature spell, you may pay 🏶 to return target Whenever you successful creature to owner's hand. this ability as an interrupt. 1/1

Ertai's Meddling

When target spell is successfully cast, put X delay counters on it. X cannot be 0 writer target sper is statecasturly case, pur A deay contents on it. A centrol or of During each unkneep of that spels caster, remove a delay counter from the spell life the spell has no delay counters on it, it resolves. Escaped Shapeshifter SC R •• TM. As long as your opporent centrols any creatures with flying. Shapeshifter gains flying. The same for first strike, trample, and protection from any color, 3/4 guation INS R ••• S H2 Return all creatures to owners' hands. Exhaustion

SOR U ••• 
Creatures and lands target opponent controls do not untap during his or her next SOR C ... 20 For each creature, that creature's controller pays so or sacrifices a perman EE . .. 30 G LILR 4th 5th De 1 damage to controller of target enchantment during upkeep. TM Fighting Drake SC | 00 Fleeting thrage
Return Image to owner's hand. 2/1.

Flight

Fig. C ---- 1 UL . L.U.R.4th.5th Target creature now has flying. DK,4th,5th [ .ee Tap target non-flying creature.
 SC U ••• Flying, Bank does not deal or receive combat damage. 0/2.





Sanierel Power! With Might of Daks, even the weenlest of weenles can smash your opponent: Take a harmless attacking Cuphe for example. Your opponent may let the 1/1 critter go unblocked. but suddenly he's facing an 8/8 behemoth. Then. for good measure implode it with fling for another eight damage. Everybody say "Guphe!"

INT R .... 4 IA 5th Histon
Target spell with one target now targets a lagel target of your choice.

Lusiens of Medicority EV R 
When Debusors curres fitte play, gein 10 lie. When Debusors larves play, lose 10 lie.

When The Company of t UI TM. **Dismiss** Counter target spell. Draw a card. B \*\* -Discoutive Student SC regimes Student SC Use Southern Student SC Use Southern Student SC Use Southern School SC Use Southern SC Use School SC Use School SC Use School Scho EX Deminating Ligid creature. You may pay To end this effect. 1/1. SOR R 44 L.U.R.4th.5th Draw three cards. Choose two cards from your hand and put both on either the top Draw three carus, uncorner or the bottom of your library. R == SH ... Instead of paying the casting cost for a speil of any color, its caster may choo and discard a card that shares at least one color with that spell. If the spell has X in its casting cost, X is D. Banned!

MT | \*\*\*\* Buyback-Choose and discard two cards. Counter target spell.

cas Spike NT C --
Counter target spell unless its caster spends (1).

cas Sor R ---LG.5ti Force Spike Forget SUR K

Target player discards two cards and then draws two cards. HIL. 5th Frantic Search INS C ... The Control of the Control Flying, Cannot be blocked by blue creatures. Traget creature is blue until end of turn. 1/3. EC C •• Gaseous Form LG.4th.5th.TM Target creature neither deats nor receives damage in combat.

int Crab SC C • SS

: Until end of turn, Crab cannot be the target of spells or abilities, 3/3. Gilded Drake SC R •• UZ

Flying When Drake comes into play, exchange control of Drake for target creature one of your apponents controls or sacrifice Drake. 3/3 -SC i is

0/7 22 28.00 nog Lord

5: Gilding Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature gains flying" instead of a creature Move Gilding Licid onto target creature. You may pay to end this effect. 2/2

MAGIC FACT Pixie Queen is the only card with a 4 and an X in its name. Remember that next time you play Scrabble!

MAGIC DATA

**Enchant Creature** 

EL. Frichant Land

Artifact Creature

CR Current Rarity

C=COMMON U=UNCOMMON R=RARE

Summon Legend

SOR Sorcery

● ARTIFACT ● BLACK ● BLUE ● GOLD ● GREEN ● RED ○ WHITE ● LAND Summon Creature ART Artifact EN Enchantment INT Interrunt SC FA Enchant Artifact LL Legendary Land
MS Mana Source

INS Instant

Return to owner's hand: Draw three cands, then choose and discard four cards.

SC U \*\*\* 🐠

Attunement

Azure Orake

enchantment.

Flying 2/4.

NAME	KIND	CR	RATING	COST	SETS FOUND
Great Whale	SC	R	***		UZ
When Whale comes into Hammerhead Shark	SC	C		4) 40	SH
Shark cannot attack unlea Hermetic Study	ss defeni EC	ding p C	layer contr	ols any island:	s. 2/3. UZ
Enchanted creature gains Hesitation	"●: De EN	als 1 U	damage to	target creatu	re or player," SH
If any spel. is played, cou Hibernation	inter that INS	speli Li	and sacrif	ice Hesitation.	UZ
Return all green permane Homarid Warrior	nts to by		hands.		. FE.5th
Warrior may not be t		t of s		ects until end	
rior. It does not untap as Horned Turtle	normal o	turing C	your next	untap. 3/3.	. TM
1/4 Horseshoe Crab	SC	C	**	20	UZ
<ul> <li>Jntap Horseshoe Cra Hurkyl's Recall</li> </ul>	b. 1/3. INS	R	***	40	AQ.R.4th.5th
Return all artifacts in play Hydroblast			target play	-	
Counter a spell being cas	t or dest	тоу а		nent if it's red.	
Imaginary Pet During your upkeep, if you	SC have a	R card i	n hand, ret	um Pet to your	hand, 4/4,
Insight Whenever target opponen	EN t succes	U sfully	casts a gr	🍩 🏶 een spell, drav	TM a card.
Interdict Counter target artifact, creat	INT bure, enci	Ú rantmi	ent, or land	ability requiring	TM an activation cost.
Abilities of that permanent in Intervene	cannot be INT	playe C	d again this	turn Draw a d	ard. UL
Counter target speil that t	targets a	creat	ure.		SH
Intruder Alarm Creatures do not untao di			trollers' un		
ture comes into play, unti Intuition	INS	R	****	90	TM
Search your library for an she chooses one. Put that	y three of t card in	cards to you	and reveal ir hand ani	tnem to targe I the rest into	r opponent. He or your graveyard.
Shuffle your library afterw Juxtapose		R	***	**	1.6,CH,5th
Caster and target player e exchange control of them	each cho	ose th	neur highes	t-casting-cost	
Keeper of the Mind	SC	U	***		EX
<ul> <li>Draw a card, Pla more cards in hand than</li> </ul>			only if targi		
Killer Whate  : Killer Whate gains fly	SC vina until	U end	of turn. 3/1	<b>***</b>	EX
King Crab B. Put target gr	SC	U	44		4/5.
Krovikan Sorcerer  Discard a card from	SC	C	***		IA,5th
card craw 2 cards, keep	ing one a	and di			HL,5th
Creatures blocked by Lab	SG yrinth M	C inotau			
troller's next untag phase Launch	EC	C	***		UZ
Enchanted creature gains return Launch to owner's		Yhon	Launch is	put into a grav	eyard from play,
Leap Target creature gains flyi	INS	C and of	turn flrav	a card.	SH
Legacy's Allure During your upkeep, you	EN	U	***		TM Allum Cantifing
Legacy's Allure: Permane	ntly gair	cont	rol of targe	t creature with	power no greater
than the number of treas Legerdemain	SOR	U	***	***	TM
Permanently exchange or permanent of the same to	ура.	target	artifact er	creature for c	
Leviathan Trample. Enters play tapp	SC ned. Sacr	R rfice t	** wo islands	during upkeer	
Lev athan. Sacrifice two is Levitation				444	UL
All creatures you control Lifetap	gain flyn		***		L,U,R,4th,5th
Gain 1 life whenever opp	EN onent ta	٠.		**	
During Herrain During your upkeep, put a					
its caster pays an addition Lingering Mirage	nal X wh EL	iere X U	is the our	nber of counter	rs on Refrain . UZ
Enchanted land is an isla Lord of Atlantis			b.		L,U,R,4th,5th
All Merfolk in play gain is Magical Hack			+1/+1.2	/2.	L.U.R.4th,5th
Change the text of a card				by switching o	
with another. Magus of the Unseen	SC	R	****	**	IA,5th
turn, If it is an artifact en	f oppone eature, ti	nt's a is un	rtifacts and affected b	l gain control ( / summoning :	of it until end of sickness. Artifact
returns to its owner tappo Mana Breach	ed at en	d of tu	ım, 1/1.	20	· EX
When any player plays a Mana Leak	spell, th				
Counter target spel unles	INT as its car	ster pa		itional 🐲	
Mana Severance Search your library for an		R er of i		and remove th	TM em from the game.
Shuffle your library afters Manta Riders	vards. SC	C	44		· TM
<ul> <li>Manta Riders gains :</li> <li>Mask of the Mimic</li> </ul>	flying un INS	til end U	of turn: 1	/1.	SH
Sacrifice a creature: Sea	rch your	librar	y for any c	opy of target o	
put it into play. Shuffle yi Mawcor	SC	R	998	***	TM
Flying.  : Mawcor deals  Meditate	INS	R	target cre	ature or player	3/3. TM
Skip your next turn: Draw Memory Lapse	v four ca INT	rds. C	ele -		HL,MG,5th
Counter target spell, Put Merfolk Looter			op of its or	wner's library.	EX
Draw a card, then co	noose ar				L,U,R,4th,5th
1/1.	00	L		-	HO, N. TIROU

NAME	KIND	CR	RATING	COST	SETS FOUND	NAME
Mind Bomb	SOR	IJ			DK,4th,5th	Rayen
Do 3 damage to each	h player. Play	ers ma	y discard	up to 3 ca	ards. Each discarded	Flyi
card prevents 1 dam	age from Min	d Bom	b to that	player.		libra
Mind Games	INS	C	46		- SH -	in a
Buyback 🐲 🖜 Tap		t, crea	ture, or la	nd,	- m	Ray of
Mind Over Matter	EN	R	10	***	● EX	Unt
Choose and discard i				tifact, crea	ture, or land.	tur
Mirezel	SC	v		-	EX	Rebou
Flying If Mirozel is t	ne target of a	ny spe	il or abilit	y, return M	irozei to owner s	Tan Rebuil
hand. 2/3.	4477				111	Ret
Miscalculation	INT	C			Custian 4th	Recali
Counter target spell t			2 311 300	uunai 🐲.	Cycling was.	Sac
Mnemonic Sliver	SC B. Describes th			w o cord "		the
Each Silver gains " Morphling	s, saumice u	R CIE	AMIS: DIS	wa Galu.	UZ UZ	Recan
<ul> <li>Untap Morphling</li> </ul>						Dur
Morphling canno						tatio
: Morphling gets -						of c
of turn, 3/3.	111 ( 01/01 0)	ILLO ES E	Attr Sapri	norpining ;	Solo 15 . L price dua	Reef P
Dath of Scholars	EN	R	4940	<b>***</b>	FX	If R
During each player's		at play	ar has fev	ver cards i	n hand than target	and
apponent, the player	may discard	his ha	nd and de	aw three o	ards.	Reins
Doportunity	INS	IJ	600		IJL.	You
Target player draws		-				trok
.a.g payar arana						Remov
	-					Cou

## STUMPERS



I have a Lurking Skirge in play, in enchantment form. My opponent activates the cycling ability of his Pendrell Drake, Will the Imp awaken?

No. Because the Drake went to the graveyard from your hand rather than from play, it doesn't count as a "creature" going to the graveyard, only a "creature card." The Skirge won't notice it.

Palinchron	SC	8 ****	***	. 1/1
Flying, When Payinghron og			o uo to seven land	s. 🍅 🍩 🕆 :
Return Palinchron to owner			E -B 31	
Pendrell Drake	SC	C	300	UZ
Flying, Cycling 4. 2/3.	400		(19)	
Pendrell Flux	EĆ	G ***	**	UZ
Enchanted creature gains "	During y	our upkeep	, pay this creature	's casting cost or
sacrifice it."				
Peregrine Drake	SC	1 000		UZ.
Flying, When Peregrine Dra	ike come	es into play.	untap up to five	lands, 2/3.
Phantasmal Forces	SC	**		L,U,R,4th,5th
Fiying, Pay 🏶 during upke	ep or Pi	hantasmal f	orces is destroyer	1. 4/1.
Phantasmal Terrain	Él.	. ***	**	L.U.R.4th,5th
Target land switches to any			osen by caster.	
Phantom Monster	SC	900	44	L,U,R,4th,5th
Flying, 3/3,				
Pirate Ship	SC	R	***	L,U,R,4th,5th
Islandhome. 🏶: Do 1 dam	lage to a	iny target. 4	<del>1</del> /3.	
Portent	SOR	C	● ·	IA,5th
You may look at the top th	ree card:	s of one pla	iyer's library. Eithe	er shuffle that
library or put the cards bat	ik on top	in any ord	er. Cantrip.	
Power Sink	INT	G		JR4THAMG56TM, UZ
Occupant Assessed American	the ends		S Choll'e castor	
Counter target spell unless	IIS CSSIG	er spenas 🛚	Be. oficilly radios	must spend all
mana from lands and man	a pool ur	er spenas ≈ ntd X is me	ps. ohony ribitor.	
mana from lands and man Power Taint	a pool ur EE	ntd X is me C ••	t.	UZ
mana from lands and man Power Taint During the upkeep of ench	a pool ur EE	ntd X is me C ••	t.	UZ
mana from lands and man Power Taint During the upkeep of ench loses 2 life. Cycling	a pool ur EE	etd X is me C •• chantment	t.	UZ dayer pays 🏶 or
mana from lands and man Power Taint During the upkeep of ench loses 2 life. Cycling . Precognition	a pool ur EE anted en EN	ntil X is me C •• uchantment R •••	t. s controller, that p	UZ dayer pays 🏶 or TM
mana from lands and man Power Taint Dunng the upkeep of ench loses 2 life. Cycling . Precognition During your upkeep, you m	a pool ur EE anted en EN iay iook :	etal X is me C ** uchantment R *** at the top o	s controller, that p	UZ dayer pays 🏶 or TM
mana from lands and man Power Taint Dunng the upkeep of ench loses 2 life. Cycling . Precognition During your upkeep, you m may then put that card on	a pool ur EE anted en EN ay look : the botti	etal X is me C ** uchantment R *** at the top o	s controller, that p	UZ dayer pays 🏶 or TM ment's library, You
mana from lands and man Power Taint Duning the upkeep of ench loses 2 life, Cycling .  Precognition During your upkeep, you in may then put that card on Protigial Sorcerer	a pool ur EE anted en EN ay look : the botti SC	ntil X is me C ** uchantment R *** at the top o om of his o C ***	t. s controller, that p and of target oppor r her library.	UZ dayer pays 🏶 or TM nent's library, You L,U,R,4th,5th
mana from lands and man Power Taint Duning the upkeep of ench loses 2 life, Cycling Precognition During your upkeep, you m put yea put that card on Prodigal Screerer Prodigal Screerer deal	a pool ur EE anted en EN lay look : the botti SC s 1 dam	ntil X is me C ** uchantment R *** at the top c om of his o C *** age to targ	t. s controller, that p and of target oppor r her library.	UZ dayer pays so or TM unent's library. You L,U,R,4th,5th er. 1/1,
mana from lands and man Power Taint Dunng the upkeep of ench loses 2 life. Cycling 49. Precognition During your upkeep, you m may then put that card on Prodigal Screerer Programda Propaganda	a pool ur EE anted en EN lay look : the both SC s 1 dam EN	ntil X is me C ** uchantment'  R ** at the top c om of his o C ** age to targ U ***	s controller, that p sand of target oppor r her library.	UZ dayer pays so or TM ment's library, You L,U,R,4th,5th er, 1/1,
mana from lands and man Power Taint Dunng the upkeep of ench loses 2 life, Cyelling Precognition During your upkeep, you m any then put that card on Prodigal Sorcerer deal Propaganda Each turn, each creature & Each turn, each creature &	a pool ur EE anted en EN lay look : the both SC s 1 dam EN	ntil X is me C ** uchantment'  R ** at the top c om of his o C ** age to targ U ***	s controller, that p sand of target oppor r her library.	UZ dayer pays so or TM ment's library, You L,U,R,4th,5th er, 1/1,
mana from lands and man Power Taint Dunng the upkeep of ench loses 2 life. Cycling 49. Precognition During your upkeep, you m may then put that card on Prodigal Screerer Programada	a pool ur EE anted en EN lay look : the botto SC s 1 dam EN annot att	ntil X is me C ** uchantment R ** at the top c om of his o C ** age to targ U ** tack unless	s controller, that p sand of target oppor r her library.	layer pays so or  TM ment's library, You L,U,R,4th,5th er. 1/1, TM an additional
mana from lands and man Power Taint Duning the upkeep of ench isses 2 life. Cycling Precognition During your upkeep, you m may then put that card on Prodigal Sorcerer Prodigal Sorcerer dail Propaganda Each turn, each creature a for that creature. Psychic Venom	a pool ur EE anted en EN lay look : the both SC s 1 dam EN annot att	otal X is mar C uchantment R at the top of om of his o C age to targ U tack unless C	s controller, that p and of target oppor r her library. at creature or play lts controller pays	UZ  Ilayer pays so or  TM  ment's library, You  LU.R.4th.5th  pr. 1/1,  TM  an additional so  LU.R.4th.5th
mana from lands and man Power Taint Dunng the upkeep of ench issess 2 life. Cyrling Precognition Duning your upkeep, you may then put that card on Prodigal Sorcerer Propaganda Each turn, each creature carb that creature. Carb that creature. Psychic Venom Do 2 damage to target lan.	a pool ur EE anted en EN lay look : the both SC s 1 dam EN annot att	chal X is mer C ** chantment' R ** at the top c mon of his o C ** age to targ U ** tack unless C ** coller whene	s controller, that part of target opporer ner library.  at creature or play liss controller pays wer the land is tag	UZ  layer pays so or  TM  onent's library, You  L.U.R.4th.5th en an additional so  L.U.R.4th.5th oped.
mana from lands and man Power Taint Dunng the upkeep of ench isses 2 life. Cycling Precognition During your upkeep, you m may then put that card on Prodigal Sorcerer Propaganda Each turn, each creature of for that creature. Psychic Venom De 2 damage to target lan Bansack	a pool ur EE anted en EN lay look : the both SC s 1 dam EN annot att EL d's contr	chal X is mer C ** chantment' R ** et the top c om of his o C ** age to targ U ** coller whene U **	s controller, that p teard of target oppor r her library. et creature or play its controller pays wer the land is tar	UZ Idayer pays so or  TM Inenci's library. You LU.R.4th.5th Ier. 1/1, TM I an additional so LU.R.4th.5th Ipped. SH
mana from lands and man. Power Taint Dunng the upkeep of ench issess 2 life. Cyrling	a pool ur EE anted en EN lay look : the botto SC s 1 dam EN annot att EL d's contr SOR of target	otal X is mer C •• chantment R •• at the top of this of C •• age to targ U •• tack unless C •• player's lib	t.  s controller, that p  and of target oppor r her library.  et creature or play lts controller pays  wer the land is tar  arry Put any num	UZ Idayer pays so or  TM Inenci's library. You LU.R.4th.5th Ier. 1/1, TM I an additional so LU.R.4th.5th Ipped. SH
mana from lands and man Power Taint Dunng the upkeep of ench isses 2 life. Cycling Precognition During your upkeep, you m may then put that card on Prodigal Sorcerer Propaganda Each turn, each creature of for that creature. Psychic Venom De 2 damage to target lan Bansack	a pool ur EE anted en EN lay look : the botto SC s 1 dam EN annot att EL d's contr SOR of target	otal X is mer C •• chantment R •• at the top of this of C •• age to targ U •• tack unless C •• player's lib	t.  s controller, that p  and of target oppor r her library.  et creature or play lts controller pays  wer the land is tar  arry Put any num	UZ Idayer pays so or  TM Inenci's library. You LU.R.4th.5th Ier. 1/1, TM I an additional so LU.R.4th.5th Ipped. SH

	NAME	KIND	LK	MATINE	6001	SEIS FUUNU
	Raven Familiar	SC	IJ	***	0.6	, UL
	Flying; echo. When Familia	er comes	into	play, rook	at the top three	cards of your
	library. Put one of them in in any order, 1/2.	io your l	idi 10	anu une rei	MONOR SHI NO TO	or your notary
	Ray of Command	INS	C	***		IA,MG,5th
	Untap target creature cont turn. Creature is unaffecter	rolled by	oppo	ment and i	take control of it	until end of
	Rebound	INT	IJ	***	40	SH
	Target spell, which targets	a single	play	er. targets	a player of your	choice Instead
	Rebuild Return all artifacts to owner	INS ers' hann	(j Is Cv		4	UL
	Recali	\$OR	Ų	****	***	LG,CH,5th
	Sacrifice X cards in hand t then remove Recall from g	to bring	X car	ds from yo	our graveyard int	o your hand,
	Recantation	EN	R	**	966	¥Z
	During your upkeep, you n	nay put	a cou	nter on Re	cantation 🖜, S	acrifice Recan-
	tation: Return up to X targ of counters on Recantation		anena	s to owner	s nano, where /	a is the huntiner
	Reef Pirates	SC		**		HL,5th
	If Reef Pirates damage an and puts it in his graveyar	oppone	nt, op	ponent tak	es the top card	from his library
	Reins of Power	INS	R		400	SH
	You and target opponent e	ach unta	p and	gain cont	rol of all creatur	es the other con-
	trols until end of turn. Crea Remove Soul	INT	C	neces by	###	LG,CH,5th
	Counter target summon sp	ell.			***	07
	Rescind eturn target permanent to	INS nwner's	C hand	Cycling #	<b>(</b>	UZ :
	Rewind	INT	C		***	UZ
	Counter target spell Untag Robe of Mirrors	up to f	our la C	nds		EX
	Enchanted creature cannot	be the		t of spells	or abilities.	
	Rootwater Diver	SC	Ĵ			TM
	<ul> <li>Sacrifice Rootwater D your hand, 1/1.</li> </ul>	voi. KEI	urii Tă	aget aftilal	ы ван поп уп	
	Rootwater Hunter	SC In 1 days	C	eas (	DO	TM
	<ul> <li>Rootwater Hunter dea Rootwater Matriarch</li> </ul>	ls 1 dan SC		to target c	reature or player	: 3/1. TM
	. Gain control of target					
	on it. 2/3. Rootwater Mystic	SC	3	**		EX
	. Look at the top ca	rd of tar	get p	layer's libra	ary. 1/1.	
	Reotwater Shaman	SC	R	0.00	<b>*</b>	TMI etant 2/2
	You may play creature end Sandbar Merfolk	nantmen SC	ts wh C	RURABL ÀCM	count play an in	stant. 2/2 UZ
	Cycling 🐠. 1/1,					
	Sandbar Serpent Cycling <b>3.</b> 3/4.	SC	U	**	**	· UZ
	School of Piranha	SC	C	44	-	EX
	During your upkeep, pay 4	10 <b>6</b>		fice Schoo		3. EX
	Scrivener When Scrivener comes int	SC o olav. v	OL M		arget instant or	
	from your graveyard to you	ur hand.	2/2.	•		
	Sea Monster Monster cannot attack uni	SC ess defe	.C ndina	nlaver co	otrols any island	s 6/6.
	Sea Serpent	32	C	*	<b>**</b>	L.U.R.4th,5th
	Islandhome, 5/5.	SC	U		40 .	IA,5th
	Sea Spirit : +1/+0 until end of to				30° m	maui
	Sea Sprite	SC	Ü	468	00	HL,5th
	Flying. Protection from red Seasinger	SC SC	U		***	FE,5th
	Islandhome. 🐑: Gain con	tro! of ta	irget			ntrois an island.
	You lose control of creature becomes untapped You n					winder, or
	Second Chance	EN	R	**	**	UL
	During your upkeep, if you an extra turn after this on		life o	r less, sac	snice Second Ch	wice and take
	Segovian Leviathan	38	Ú	***	40	LG,4th,5th
	Islandwalk, 3/3, Shadow Rift	INS	C			TM
	Target creature gains shar	iow unti	end	of turn. Dr	aw a card.	
	Shimmering Wings	EC	C			TM
	Enchanted creature gains Show and Tell	SOR	R	244		UZ
	Each player may choose a	n artifac	t, cre	ature, encl	hantment, or lan	
	hand and put that perman Sibilant Spirit	ent into SC	play. R	400	-	1A,5th
	Flying. When Spirit attack	s, defend	ling p	ılayer may	draw a card. 5/	6.
	Draw three cards, then ch	SOR oose an	. C d disc	ard a card	<b>60</b>	SH
	Silver Wyvern	SC	R	***		SH
	Flying. • Target spell or creature of your choice ins	ability tean Ple	which w this	i targets oi ability as	nly Silver Wyver an interdict 479	n, targets another
	Skyshroud Condor	SC	U		**	TM
	Flying. You cannot play Si another spell this turn. 27.	ryshroud 2	Con	tor unless	you have succes	ssrully cast
	Sleight of Mind	INT	U	****		L,UR,4th,IA,5th
	Change text of a card being	played	or u i	day by swit	othing one color v	vord with another.
	Slow Motion During the upkeep of encl	EC nanted c	reatu reatu	re's contro	er, that player p	pays 🏶 or
	sacrifices that creature. W	hen Slo	w Mo	tion is put	into a graveyard	i from play,
	return Slow Motion to own Snap	iers har INS	Id. C	**		UL
	Return target creature to o	wner's		Untap up	to two lands.	
	Semnophore Flying Whenever Somnop	SC hore dea	R als da		player, tap tarp	UZ et creature that
	player controls. That creat	ure does	not	untap duri		
	long as Somnophore rema Soul Barrier	ins in p EN	lay. 2	12.	40	IA,5th
	Target opponent takes 2 o	lamage	when	ever he ca		
	may pay to prevent the Spell Blast	is dama	ge. C	***		L.U.R.4th,5th,TM
	Counter target spell. X is			est of targe		
	Spindrift Drake	SC	C	969		· SH
	Flying, During your upkee Spire Owl	p, pay ¶ SC	C or	sacrifica S	pindrift Drake, 2	/). · UZ
	Flying, When Spire Owl co	mes int	o pia	, look at t		
	and put them back in any Stasis	EN	R	***		L.U,R.4th,5th
-	Players don't get an untap	phase.	Pay	during	Jpkeep or bury	
		and the same	green.	Name and Advanced	Managaricio e Allich V	NO CASO POLICIO POLICI

KIND OR RATING COST



Aller Silva Mills	9		.2686		
NAME	KIND	CR	RATING	COST	SETS FOUND
Steal Artifact	EA	U	***	***	E,U,R,4th,5tl
Gain control of targe					
Steal Enchantment	EE	Ü	60 h		TN
Gain control of targe					
Stern Proctor	SC	IJ	50		U.
When Stern Proctor	comes into p	lay, re	durn target	artifact or e	nchantment to
owner's hand, 1/2,					
Stinging Licid	SC	U	**	**	TI.
🏶 🐞 🐠: Licid los	es this ability	and b	ecomes a	creature enc	hantment that read
"Whenever enchante	ed creature be	come	s tapped, S	Stinging Lick	deals 2 damage to
that creature's conti					Licid onto target
creature You may p	ay 🏶 to end	this	effect. 1/1.		
Strake of Genius		R	*****	<b>***</b>	U
Target player draws				-	4
Sunder	INS	R	***	**	ſſ
Return all lands to a				.00	10
Telepathy	EN	U	***		U
Each of your oppon		nis:	or ner nani		
halakos Deceiver		R	400		\$
Shadow. Sacrifice D					manenny. Use mis
ability only if Deceiv		and	unblocked	1/1	
Thalakos Dreamsov		IJ	400	**	Ī
Shadow. You leave					
tap target creature.				ms tapped, ti	ial creatife does n
untap during its cor	Nicional s anicial	prias	B. 1/1.	46.45.45	F
Choose and diseard		n.	an abadau	was and an	

			The second second	erson den Gebergden besteht der Stein
NAME	KIND	CO RAT	TROS BWI	SETS FOUND
Turnabout	INS	U ***		UZ
Tap or untap atl a		or lands	target player cont	rals.
Twiddle	INS	C		L,U,4tn,5th
Tap or untap any		ire, or arti	tact in play,	TM
Twitch	INS	u	Draw a good	1 (40
Tap or untap targe		C ***	Draw a garu.	AN.R.4th.5th
Unstable Mutation			nter on preshire d	uring your upkeep.
These counters re	main avan if Unet	ohlo Muto	tion is destroyed	dilliñ Jan abvoch.
Unstable Shapesh		R ees	min is dissibly so.	· TM
Whenever any cre	ature comes into		able Shaneshifter	
becomes a copy of	of that creature an	d retains	this ability, 0/1.	permenoning
Unsummen	INS	£	*	L.U.R.4th.5th
Return target crea	ture to its owner's	s hand.		
Updraft	INS	1 00	40	IA,5th
Give target creatu	re flying until and	of turn. C	lantrip.	
Veil of Birds	EN	C		IJZ
When one of your Veil becomes a 1,			sts a speil, if Veil	is an enchantment,
Veiled Apparition	FN	II ==	40.46	. 117
When one of your			sts a snell, if App	erition is an
enchantment, Apr	parition becomes a	3/3 Ilius	on with fiving an	d "During your
unkeen, pay 🏶 🕯				
Vailed Crocodile	EN	R ••		UZ
When a player ha		d, if Craco	odile is an enchan	ement, Crocodi e
Veiled Sentry	EN			UZ
When one of you	opponents succe	ssfully ca	sts a spell, if Sen	try is an enchant-
ment, Sentry beca	omes an Illusion v	rith power	and toughness e	ach equal to total
casting cost of th	at spell.			
Veiled Serpent	EN		4	UZ -
When one of you	r apponents succe	issfully cá	sts a spell, if Sen	pent is an enchant-
		ent that o	eannot attack unle	ss defending player
controls an island			-	- 11
Vigilant Drake	SC	C	<b>**</b>	IJĹ
Flying. 🏶 🌒: Ur		'n.	40.00	FE.5th
Vodalian Soldiers	SC	6 .	SEC. 10	FE,001

1/2.						
Voirath's Curse	EC	C		#		TM
Enchanted creature of	annot attack,	block	or play	any ability	requiring an	activation
cost. That creature s	controller may	/ sacri	fice a p	ermanent 1	o ignore this	ability until
and of hurn # # 1	Atom Valenth	e Cur	eo to du	unor's hand		

# Zepting Embrace EG U Creature get ±4/±2, gains flying Tender get ±4/±2, and cannot be target of spalls or abilities Rying, Does not tap to attack. 1/1. Zur's Weirtling EN R R Signature IA Sim Al players play with hends face up. When a player draws a card, any other player mew nav 2 life to finner the player to discard trust name. (C(0) 1) Acidic Sliver

ru geshittoin			-			1,771
Flying When you play Drac	oplasm, s	acrifice	any numi	per of creatu	res. Comes	into
play with power equal to the	e total po	wer of t	he sacrifli	ced creatures	and tough	1888
equal to their total toughner	88. 🐠 🗓	iracoplas	m gets ±	-1/+0 until (	end of turn.	*/*.
Hibernation Sliver	SC	***				ŞH
Each Silver gains "Pay 2 iff	e: Return	this cre	ature to d	wner's hand	" 2/2.	
Lebeterry	SOR	J ===	2	<b>*</b>		TM
Look at target player's hand	and che	ose any	of those	cards other 1	than a basic	
land. Search that player's g	ravevard	hand ar	nd library	for all copies	of the cho	sen
card and remove them from	the gan	18				
Ranger en-Yec	SC	U	4	*		TM
First strike . Regenerate	Ranger	en-Vec.	2/2			
Segmented Wurm		***				TM
Whenever Wurm is the targ	et of a s	oerl or a	bilty out	a -1/-1 cou	nter on it 5	/5
Selonia, Dark Angel		R		泰米		TM
Flying, Counts as an Anger.	Pay 2 lif	e: Retun	n to owne	s hand, 3/3	3.	
Sky Spirit	50 .	***	· (4)	**		TM
Flying, first strike, 2/2,	45		-			
Sliver Busen	SL	R	*			SH
Silver Dugen counts as a S	iver.	Put a S	liver toke	n into play. 1	reat this to	œn
as a 1/1 coloriess creature						
Selfari Geerrilias		R	8	*		TM
Shadow. If Sortan Guernilas		combat	damade	to any popon	ent. vol. ma	V
redirect that damage to tan				0		,
Spined Sliver						SH
If a Sliver is blocked, it gets					blockina it.	
Spontaneous Combustion	INS		(8)			TN
Sacrifice a creature: S. Cor	nhi sfinn	deals 3	riamane t	n each creat	life.	
Vhati #-Dal		R		40.00		TN
T: Target creature s power		IBSS IS 1	until end	of tum. 3/3		
Victori Stiver		U		*		Si
Each Sliver gains ", Sac			е. Бал 4	life " 2/2.		
Wood Sage		R	4			TM
T. Name a creature card R			r cards of	wour library	to all player	
any of those cards are the	named c	arri nut	fnem .ntr	your hand	Put the rest	Into
your graveyard 1/1.	TO DOLLAR	aro, por	A-mail with	you name		00
you gravayaru iri.						

GREEN Abundance

KIND OR BATING COST

SC J ... 🗫 👁

SETS FOUND

TM

IJΖ UZ

.



SC



Volrath's Shapeshifter SE R ...

TM

EX.

When lands start coming into play, Disaster is impending, and Oath of Lieges can speed up the process. When all goes boom, the Oath will ensure that you get land, as long as you make your opponent play land first. We recommend giving him a little encouragement by dropping an Iron Maiden before the blast.

.

	1000			Water Contract	
Thalakes Seer	SC	0			TM
Shadow, If Thalakos Seer I			raw a car	d. 1/1.	
Thalakos Sentry Shadow, 1/2.	SC	C	**	00	. TM
Theft of Dreams	SOR	C	44	**	EX
For each tapped creature t	arget op	pone	nt control	s, draw a caro	i.
Thernwind Faeries		C			UL
Flying. : Deal 1 damage				player, 1/1.	
Tidal Surge	SOR		0.0	**	SH
Tap up to three target crea	itures wi	thout	flying.		
Tidal Warrior	SC	C			SH
: Target land is an Islan	nd until e	nd a	f turn, 1/	1.	
Time Ebb	SOR		0.0	40 10	TM
Put target creature on top		's lib	rary.		
Time Elemental	SC	R	800		LG,4th,5th
Section target from the permanents, Destroy Time or attacks, D/2.					
Time Spiral	SOR	R	*****	-	li7
Remove Spiral from the ga				es his or her	
into his or her library, then					
Time Ward	SOR				TM
Target player takes an ext	ra turn a	fter t	his one.		
Tinker	SOR		***	0.0	UL
At the time you play Tinke card and put that artifact i			artifact.	Search your I	brary for an artifact
Telarian Winds	INS	C	44	0.0	UZ
Discard your hand, then di	aw that	man	cards.		
Tradewind Rider	SC	R		40.00	TM
Flying. , Tap two creatul hand. 1/4.	ires you	contr	ol: Return	n target perma	inent to owner's
Treasure Trove	EN.	IF	***	-	FX
***************************************	-				Ų.

As long as the top card of y	our grav	eyard	is a cre	ature, Shapeshitte	r is a copy of that
card, except that Shapeshift		s its	abilities.	: Discard a car	d. U/1.
Walking Dream	SC	I	••	**	SH
Walking Dream Is unblock	able. Wa	iking	Dream	does not untap de	iring your untap
phase if any opponent con	trois two		nore ere		
Wall of Air	SC	Ų.	***	<b>49 49 49</b>	L,U,R,4th,5th
Flying. 1/5.					
Wall of Tears	SC	U	***	**	SH
If Wall of Tears blocks any	creatur	es, re	etum ea	ch of those creatu	res to owner's
hand at end of combat. 0/	4.				
Walking Spenge	SC	U	E6 .	⊕ ♦	III.
Target creature loses		rst st		trample until end	of turn. 1/1.
Wayward Soul	SC	C	40	<b>*</b>	EX
Flying. : Put Wayward		top o	f owner	s library. 3/2.	
Weatherseed Faeries		G	69	**	UL.
Flying, protection from red					
Whim of Volrath	INS	R	000		TM
Buyback 🏶. Change the f	ext of ta	arget	perman	ent by replacing a	I instances of
one color word of one basi			vith and	ther until end of t	im.
Whiptangue Frog	SC	C	***	40 60	- EX
Whiptongue Frog gain	is flying	Lntil	end of t	tum. 1/3.	
Whispers of the Muse		U	***		TM
Buyback . Draw a card.					
Wind Dancer	30	Ü	***	9.0	MF
Flying. : Target creature	gains t	lying	until en	id of turn 1/1.	
Wind Drake	SC	C	16/8/46	**	TM
Flying. 2/2.					
Wind Spirit	SC	IJ	***	40	IA,5th
Flying. Wind Spirit cannot	be block	ked b	y less th	han two creatures	3/2
Windfall	SOR			**	UΖ
Each player discards his o	r her ha	nd au	nd draws	s cards equal to t	ne greatest num-
ber a player discarded this	way. B	amne	d!		
:					

ŧ	Instead of drawing a card,	you ma	sy cho	es s eso	nd or nonland and	revea, cards
:	from your Ibrary until you	reveal a	a card	of the o	chosen kind. Put t	hat card into your
1	hand and put ail other rev					
1	Acridian	SC	C	***	**	UZ.
i	Echo 2/4.					
i	Albino Trell	SC	IJ		30 🗫	· UZ
i	Echo  Regenerate,	3/3				
i	Aleren	EN	Ř	****		TM
ż	Any player may play a cre	ature ca	ard wit	in total i	casting cost 3 or 1	ess whenever he
	could play an instant and	without	Davin	its cas	ding cost.	
i	An-Hayva Constable	SC	Û.	**		HL.5th
	* is the total number of g	reen cre	atures	in alay	2/1+*	
:	Anaconda	SC	-U	200	(B) (B)	11/2
1	Swampwalk, 3/3	0.0			40 10	
÷	Ages of Rath	SE	ii		200	TM
	If Apes attacks, it does no			voor n		
ř	Argothian Eder	SC	1)	au in	an and an and an and an	117
8	: Untap two target and		Ü		de de	U.
:	Arnothian Enchantress	EN EN	R	W. (2)	48.0	117
÷	Cannot be the target of s					
20	enchantment spell, draw a			0 111101	intol you common	iusy base as
1		SC.	ıı.		4.4	1,7
8	Argothian Swine	au	la.		A 40	146.
-	Trample 3/3	ŚĽ	R	*****		· UZ
÷	Argothian Wurm					
ŝ	Trample, When Wurm cor	nes into	play,	any pia	yer may saumice	s isini no bar
i	Argothian Wurm on top o				-	1.110 44.05
1	Aspect of Walf	EC		***	₩.	L,U,R,4th.5tn
÷	Target gets +X/+X, when			numbe		mittor
- 2	Aurochs	SC	C	**	**	IA,5th
-	Trample, Gains +1/+0 fo					
;	Avenging Dreid	SC -	C	**	@ <b></b>	EX
1	If Druid damages oppone	nt, you r	nay re	iveal car	ds from your libra	iry until you revea
i	a land. Put it into piay an	d.p.it al	other	reveale	d cards into your	
1	Awakening	EN	8	***	<b>***</b>	Sh
:	At the beginning of each			ep, untaq	p all creatures and	rands.
1	Bayou Dragonfly	SC	C	0.0	(i) (ii)	. TM
3	Flying; swampwalk, 1/1					
÷	Bequeathed	EC	C	86		EX
ŝ	if enchanted creature is p	out into a	any di	avevard.	draw two cards.	
1	Birds of Paradise	SC	R	-		LU.R.4th.5th
î	Flying : Add one man			to your	mana gool, D/1.	
-	Blanchwood Armor	EC	11	***	2 -	- UZ
2	Enchanted creature gets +					
:			C		A A	UZ.
-	4/5	υŲ	Ų		- AND - AND -	02
	7/10					
- 5						

MAGIC FACT In the card name "Scavenging Shoul," the vowels A, E, I, O and U each appear once in order.

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

SC Summon Creature

SL Summon Legend SOR Sorcery

ARTIFACT BLACK BLUE **⊚GOLD** ● GREEN ● RED ○ WHITE ● LAND EA Enchant Artifact EC Enchant Creature EN Enchantment EW Enchant World INT Internunt ART Artifact LL Legendary Land MS Mana Source AC Artifact Creature CR Current Rarity Enchant Land INS Instant

118 INQUESTBAMER49

Traw a card.

NAME	KIND	R3	RATING	COST	SETS FOUND
Bleated Toad	SC	U	**		UL
Protection from blue. Cyc Braken Fall Return Broken Fall to own	EN	C	as anarata to	mat creature	TM
Bull Hipps Islandwalk, 3/8,	SC	U,	ann	<b>*</b>	UZ
Burgeoning Whenever any opponent (	EN olays a la	R and, ya	ou may ch	e oose a and ca	UL. TM. U.Z. SH. Tm. HL.5th ts. UZ. Tsh. HL.5th Ss. UZ. Ssh.
and put it into play.  Canopy Spider	SC	C	66. Alama 177	<b>#</b>	TM
Canopy Spider can block Carapace  Carapace	EC	C			HL,5th
+0/+2 Sacrifice Carapa Carpet of Flowers During your main phase,	EN	IJ	**	•	r to your mana
pool, where X is the num Carnassid	ber of Isl	ands i	target oppo	ment controls.	SH SH
Trample, 🗫 🖶: Regener Cartegrapher	ate Carn SC	assid. (}	**	**	EX
When Cartographer come graveyard to your hand. 2	1/2,				
Cat Warriors Forestwalk. 2/2,	SC	C	***	***	LG,GH,5th UZ
Cave Tiger Whenever a creature bloc Charging Rhino	SC ks it, Tig SC	C jer ger U	s +1/+1	until end of tu	
Charging Rhino cannot be Child of Gasa		by n	nore than o		
Trample. During your upk	еер, рау	-			
Choke Islands de not untap duri	EN ng their	U contro	ers' untap	phases.	TM
Chab Toad Gains +2/+2 until end o				locking, 1/1,	IA,5th
Citanul Centaurs  Ecno, Cannot be the targ	SC et of spe SC	R Ils er R	abilities. 6	(3. (3.	UZ UZ
Citanul Hierophants Each creature you contro Ceckatrice					
Flying Any non-wall crea end of combat. 2/4.					
Constant Mists Buyback—Sacrifice a land	INS 1. Creatu	U res de	al no comi	at damage th	SH is turn.
Cradie Guard Trample: echo. 4/4	SC	U	****	***	UZ
Crashing Boars If Crashing Boars attacks	SC , defendi	U ng pla	yer chocse	es an untappe	EX d creature he or
she controls. That creature  Craw Giant	SC	U	ning Boars	this turn it ad	e. 4/4 ◆ LG,CH,5th
Trample, rampage: 2 6/4  Craw Wurm  6/4	sc Sc	C	••	-	L,U,R,4th,5th
Crazed Armoden  Armodon gets +3/-	.32 -0 and o	R ains ta	ramole unti	end of turn.	TM: At end of turn.
destroy Crazed Armodon. Crossbow Ambush	Use this INS	abılıt C	y anly once	e each turn 3	/3. SH
All creatures you control Creaswinds	EN	U	itures with	flying until en	d of turn. UZ
All creatures with flying p Crep Retation  At the time you play Crop	INS	C	ee riffen o lee	d Soomh unu	library for a land
card and put that land in			600	a. dealan you	AO.R.4th.5th
Bury target artifact. Cont Darkwatch Eives		ns life U	equal to t	he casting cos	t. UL
Protection from black Cy Defense of the Heart	EN	R	****	3.	UL
During your upkeep, if or sacrifice Defense of the			onents con cour library	trois enree or i for up to two	nore creatures, creature cards,
and put those creatures <b>Deranged Hermit</b> Echo, When Deranged Hi	SC	R	to osev. ou	🏶 🌪 🌩 t four Sourrei	UL tokens into play.
Treat these tokens as 1/ Desert Twister	1 green SDR	creatu	res. All sqi	uirreis get +1,	7+1. 1/1. AN,R,4th.5th
Destroy target permanen Dirtcowi Wurm	t. S0	R	****	40	. TM
Whenever any opponent  Durkwood Boars	plays a l	and, p	uța +1/+	-1 counter on	Wurm. 3/4 LG,4th,5th
4/4. Eartheraft Tap an untapped creatur	EN e vou co	R ntroi:	Intan tarn	et hasic land.	TM Benned <sup>1</sup>
Eladamri, Lord of Leave All Elves gain forestwalk.	s SL		n the tarns		TM
Eladamri's Vineyard At beginning of each pla	EN	R in pha	se, add 🥌	to that pl	ayer's pool.
Elder Druid  Tap or untap	SC target la	R and, c	reature or	30	IA,5th
Eiven Palisade Sacrifice a forest, Target	EN attackin	g crea	eture gets -	3/-0 until em	of turn.
Elvon Riders Cannot be blocked excep Elvon Rite	SC ot by wal SOR	is and	flying crea	atures. 3/3.	EG,4th,5th
Put a total of two +1/+ Eiven Warhounds		rs on			
If Warhounds is blocked.		block			
First strike. 2/1. Misprint Elvish Bersarker	: Alpha I SC	isted C	power/tout	hness as 1/2	EX
For each creature that bin Elvish Fury	locks it I	Berser C			d of turn. 1/1. TM
Buyback 4. Target creat. Elvish Herder	SC	G	94		UZ
Target creature gair Elvish Lyrist  Secretica Lyrist	SC	G	***		. UŽ
<ul> <li>Sacrifice Lyrist;</li> <li>Endangered Armodon         If you control any creatu     </li> </ul>	SG	G		200	SH modon, 4/5.
Endless Wurm Trample During your upk	SE	R	140	₩₩₩	UZ.
, , , , , , , , , , , , , , , , , , , ,					

attain one at its or	and the	20126	326	1.18	tar (ggs	2000-181.2.38489	Ŷ,
NAME	KINU	CR	RA	TING C	OST	SETS FOUND	
Exploration	EN				•	UZ	
You may play an additional		ach tu	IM.				1
Fecundity	EN	IJ	**	. 4		UZ	-
Whenever a creature is pu	t into a	grave	yard	from pla	y, that i	creature's controller	3
may draw a card.	_	_			_	117	3
Fertile Ground			**			. UZ	
Whenever target s tapped	for mai	na, it i	produ	ices an a	addition	al mana of any color.	1
	SC					TM	1
Flying If Flailing Drake blo		s ploc	ked I	by any c	reature,	that creature gets	1
+1/+1 until end of turn.	18S	n.		-		I II D ALL MO EAL	1
Fog						L,U,R,4th,MG,5th	1
Greatures do not damage Force of Nature						LU,R4th.5th	1
Trample, Pay							:
Fortitude	FC.	roop u	400	.0000 U .48	i 🗪	117	
When Fortitude is put into		vard f	rom i	may ret	urn Fort		
Sacrifice a forest: Regene					Q111 1 D71	ILUDO ED DATIOI O INCIO	-
Forfire	INS	G	*	4		IA.5th	1
Untap attacking creature,	Creature	neith	er de	als nor i	receives		-
bat this turn Cantrip.			,				-
Freg Tongue	EC	C	••		•	TM	-
When Frog Tongue comes	Into pla	y, dra	wa	card. End	chanted	creature can block	-
creatures with flying.		-					-
Fugitive Draid	SC	R	0.0		i 🐑	TM	-

## STUMPERS



When casting Harmonic Convergence, who chooses the order of the enchantments on top of the library?

The owner of each library chooses the order of the enchantments going onto that library. Also, they must show the order of the enchantments to all players before putting the enchantments on top.

	NAME	KINO	CR	RATING	COST	SETS FOUND
	Heartwood Treefolk	SC	IJ	***	000	; TM
	Forestwalk. 3/4 Hormit Druid	SC	R			SH
***	. W: Reveal cards from					
	Put it into your hand and   Hidden Ancients	EN EN			ius iiw youi gia	veyaru. t/ t. UZ
4	When one of your opponer is an enchantment, Ancier	nts succ	essful	y casts ar	n enchantment s	pell, if Ancients
	Hidden Gibbons	EN	R	**		on the UL
9 2 2 2	When one of your opponer Hidden Globons becomes	nts succ	essful reatur	ly casts ar a that cour	n instant or inter ots as an Ane	rupt spell,
i	Hidden Buerliles	EN	U		•	UZ
	When one of your opponer erchantment, Guerillas be	nts succ comes a	essful	ly casts ar Soldier cre	n artifact spell, if exture with tramo	Guerillas is an ie
i	Hidden Herd	EN	R	***	•	UZ
i	When one of your opponer Herd becomes a 3/3 Beas	nts piay et creatu	a nor ire.	dasic iand	, it hero is an er	icranument,
	Hidden Predators When one of your opponer	EN ones	R	me oronturo u	ath power A or e	UZ reater if Proda-
	tors is an enchantment, P	redators	pecol	nes a 4/4	Beast creature.	
	When one of your appone	EN nts succ	C essful	ee ly casts a	ereature with fly	UZ Inn. if Snider Is
-	an enchantment, it becom	es a 3/1	5 crea	ture that c	an block creatur	es with flying.
:	Hidden Stag Whenever one of your opp	EN: ionents j	R plays	a land, if S	🏶 🗭 Stag is an enchai	uZ ntment, Stag
:	becomes a 3/2 Beast creation		henev	er you play	y a land, if Stag	is a creature,
:	Stag becomes an enchant Herned Sliver	SC	U			TM
:	All Slivers gain trample. 2. Hungry Mist	/2. SC	C	400		HL,5th
	During your upkeep, pay	e e di	r bury		ist. 6/2	
****	Hurricans Do X damage to all player	SOR s and fly	U ying c	reatures.	44	LUR4TH,IA.5th
	Hush Destroy all enchantments.	SOR	Č	140		· UZ
	Instill Energy	EC	Ü	••	•	L,U,R,4th,5th
-	You may untap creature of it comes into play.	ne extra	time	during you	er turn; target m	y attack when
****	Iranreat Treefolk	SC	C	•		L,U,R,4th,5th
	3/5. Jackslope Herd	SC	C	****		EX
:	If you play any spell, retur	n Jacka	lope l			
:	Johtull Wurm Johtull Wurm gets -2/-1	SC for each	U extra	creature b	olecking it. 6/6.	IA.5th
:	Keeper of the Beasts  Put a Beast toke	SC	U	***		EX
:	Play this ability only if tary	get oppo	ment	controls m	ore creatures tha	n you. 1/2.
:	Killer Bees Flying, : Give Bees +1.	SC /+1 unt	U i end	of turn O.	<b>●●●</b> /1.	LG,4th,5th
	Krakilin	SC	U	***	***	TM.
:	Comes into play with X + Lay Druid	SC SC	Junter U	S CIT IL.	• е: кедепигате • •	L,U,R,4th,5th
	<ul> <li>Untap a land of your Lhurgoyf</li> </ul>	choice. SC	1/1. R			IA,5th
:	* equals the total number	of creat	tures i		yards. */*+1.	
-	Lifeforce Counter a black s	EN nell as i	U t is be	inn cast .	**	L,U,R,4th,5th
-	Living Artifact	EA	R	***	e lean During you	L.U.R.4th,5th
	Put one counter on target may trade one and only o				i iose. uuring yu	n ohkeeh, you
:	Living Lands Treat all forests in play as	EN 1/1 cm	R esture	***	9.0	L.U.R.4th.5th
:	Llanowar Elves	SC	C	****	•	L,U,R,4th,5th
	<ul> <li>Add to your man</li> <li>Lone Wolf</li> </ul>	SC	U	••		UL
	You may have Lone Wolf creatures blocking it. 2/2.		nbat o	lamage to	defending player	instead of to
:	Lowland Basilisk	SC	C	***		SH
	Whenever Basilisk damag	es any c INS	creatu C		creature at end	of combat, 1/3, UZ
	Creatures deal no combat	damage	e this		-	LUR4THIA5th
****	All creatures that can blo		crea		do so.	
	Manabond During your discard phase	EN	R	**		EX rom your hand
	into play. If you do, discar	rd the re	est of	your hand.		
-	Marsh Viper Opponent takes 2 poison	SC counters	C. where	•• n damaged	by Viper, 1/2	DK,4th,5th
	Midsummer Revel	EN	R	***	-	D Powel: Dut Y
****	During your upkeep, you i Beast tokens into play, w	nere X is	s the i	number of	counters on Mid	summer Revel.
	Treat these tokens as 3/3 Might of Claks	green (	creatu R	res.	0.0	ÜL
	Target creature gets +7/-	+7 until	end (	of turn.		
-	Mirri, Cat Warrier Mirri, Cat Warrier counts :	SL as a Cat	R Warr	ior, First st	trike, forestwalk.	2/3. EX
i	Mirri's Guile	EN	R			· · · TM
化物学 医甲甲甲状腺 的现代 的现代 多年 化多烷 医自己的 医唇光 化甲基苯甲基 医克尔克氏 医克尔氏氏试验检尿病 医水体 化甲基化二甲基甲基甲甲基甲基甲甲基甲基甲基甲基甲基甲基甲基甲基甲基甲基甲基甲基甲	During your upkeep, you them back in any order.					
	Mongrel Pack If Mongrel Pack is put int	SC o anv o	R raveva	rd from al:	av during comba	TM t. out four Hound
	tokens into play. Treat the	ise toke	ns as	1/1 green	preatures, 4/1.	
	Mulch Reveal the top four cards	SOR of your	(ibran	to all play	yers. Put any of	SH those cards that
-	are lands into your hand a Multani, Maro-Sorcerer	and the				UL
easte.	Has power and toughness	each e	qual t	o the total	number of cards	
****	hands. Cannot be the targ Multani's Acolyte	pet of sp SC	o aller C	abilities.	7.	UL
	Echo When Multani's Aci	olyte car	nes ir	to play, dr	aw a card. 2/1.	
	Multani's Presence Whenever a spell you pla	EN y is cou	u ntered	. draw a c	ard.	UL
	Muscle Sliver All Slivers get +1/+1. 1/	SC	C	***	**	TM
	Natural Spring	SOR	C	***		TM
	Target player gains 8 life. Nature's Love	SOR	IJ	464		IA,5th
	Search your library for on	e forest	and p	rut it into p	play.	
****	Nature's Revolt All lands are 2/2 creature	EN es.	R	000	***	TM
:						
-						



NAME NAME KIND OR RATING COST SETS FOUND Sylvan Library INS Target creature gets +1/+1 and can block creatures with flying until end of turn. Echo. You may play Simian Grunts any time you could pay an instant. 3/4.

Skyshroud Archer SC C. Target creature with flying gets -1/-1 until end of turn. 1/1.

Skyshroud Elf SC C .... . Add to your mana pool. : Add to or to your mana pool. 1/1. Stroug Ente

| Strong Ente | Strong as any opponent controls any nonbasic lands. 1/1.
| Stroug Ranger | Strong Controls any nonbasic lands. 1/1. yshroud Ranger SC C \*\*\*

Schoose a land in your hand and put it into play Play as a sorcery, 1/1. TM Regenerate Skyshroud Troll. 3/3.

Skyshroud Troopers SC C ---SH Titania's Boon ΕX Titania's Sono Creatures with any enchantments on them cannot attack or block. Ke Braeder SC R --- SH
Breeder comes into play with three +1/+1 counters on it. ♠. Remove a +1/+1 counter from Breeder. Put a +1/+1 counter on target creature. ♠. Remove a Snike Breeder Tranquility +1/+1 counter from Breeder: Put a Spike token into play. Treat this token as a

KIND CR RATING COST SETS FOUND van Library EN R •••• LG,4th,5tr You may draw two extra cards during your draw phase, then either put two of the cards drawn this turn back or pay 4 life per card not replaced **nbiosis** INS C •••• Two target creatures each get +2/+2 until end of turn. IA.5th You gain 1 life if Tarpan goes to the graveyard from play 1/1. Tempting Licit

SC U •• SH

Licid loses this ability and becomes a creature enchantment that reads "All

creatures able to block enchanted creature do so" instead of a creature. Move Licid onto target creature You may pay to end this effect. 2/2

Thicket Basilisk . SC U ... Any non-wall creature blocking or blocked by Basilisk is destroyed at and of com-Put a +1/+1 counter on each creature you control.

Titania's Chosen

SC U

Whenever a payer successfully casts a green spell, put a +1/+1 counter on Chosen, 1/1, put a -1/+1 counter on Chosen. SOR U ··· 3.0 FN II \*\*\* 8 Every non-creature artifact loses its abilities and becomes an artifact creature with Every non-creature arouses issue as assume cost power and toughness equal to its casting cost. SOR C ----L.J.R.4th.5th.TM Destroy all enchantments in play.





Mmm. Bone Shredder. There's an unpleasant thought. Not unpleasant enough? How about shredding bones every turn? With Phyrexian Reclamation in play, you can skin the Shredder's echo cost, return it to your hand for a piddly two mana and cast it again. Now that's unpleasant for your apponent.

ike Colony

Spike Colony comes into play with four +1/+1 counters on it. 

Remove a +1/+1 counter from Colony: Put a +1/+1 counter on target creature. 0/0. te Drone SC. C

Spike Drone comes into play with one +1/+1 counter on it. . Remove a +1/+1 counter from Drone: Put a +1/+1 counter on target creature, 0/0. Spike Feeder

SC U

Spike Feeder

SC U

Spike Feeder

Spike Feeder

Spike Feeder

Spike Feeder

Remove a +1/+1 counter from Spike Feeder: Put a +1/+1 counter on it @, Remove a +1/+1 counter from Spike Feeder: Put a +1/+1 counter on target creature.

Remove a +1/+1 counter from Spike Feeder: Bain 2 life 0/0.

Spike Hatchber comes into play with six +1/+1 counters on it. @, Remove a Fix Spike Hatchber for Spike Feeder: Put a +1/+1 counter on target creature.

Remove a +1/+1 counter from Spike Feeder: Put a +1/+1 counter on target creature.

Remove a +1/+1 counter from Spike Hatcher: Regenerate Spike Hatcher: 0/0.

Sc U

Sc V

Spike Feeder

Spike Feeder

EX Spike Regue — EX Spike Regue: December 1.00 (Fig. 20 ) Spike Regue: Put a +1/+1 counter on target creature. Spike Regue: Put a +1/+1 counter on target creature. Spike Roque, D/O. Spike Soldier

Soldier comes into play with three +1/+1 counters on it. Remove a +1/+1 counter from Soldier. Put a +1/+1 counter on larget oreative. Remove a +1/+1 counter from Soldier. Soldier gets +2/+2 until end of turn. D/O. ke Weaver  $SC R \cdots SC R \cdots$ ke Weaver SC R •• € EX
Spike Weaver comes into play with three +1/+1 counters on it. €. Remove a
+1/+1 counter from Spike Weaver: Put a +1/+1 counter on target oreature. € Snike Weaver Remove a +1/+1 counter from Spike Weaver: Creatures deal no combat damage Snike Worker SC Worker comes into play with two +1/+1 counters on it. 

Normal Remove a +1/+1 counter on it.

Normal Remove a +1/+1 counter on target creature. 0/19:

Normal Wurm

SC C ... Spined Wurm Sporagenesis ÉN 117 During your upkeep, you may put a fungus counter on target nontoken creature. Whenever a creature with a fungus counter on it is put into a graveyard, put a 1/1 green Spanning loken into leg for each of those fungus counters. When Sporogeness leaves play, remove all fungus counters from all creatures. reading Algae FL U - UZ Play only on a swarmp. When enchanted land becomes tapped, destroy that land. When Spreading Algae Algae is put into a graveyard from play, return Algae to owner's hand.

All attacking creatures get trample and +1/+D until end of turn.

Treefalk Mystic efelk Mystic SC 6 ••• 
Whenever a creature blocks or is blocked by Treefolk Mystic, destroy all setop Rangers SC C ••• 
Rangers cannot be blocked except by creatures with flying, 2/2. Trumpeting Armodon SC U --- Trumpeting Armodon this turn if ab e. 3/3 I II R 4th 5th Tsunami SOR Destroy all sands in play.

Untamed Wilds SOR U LG 4th 5th Search your library for one basic land and put it in play. All non-wall creatures in combat with target are destroyed after combat. nomous Fangs EC C \*\*
Whenever enchanted creature successfully deals damage to a creature, destroy SC **Verdant Force** During each player's upkeep, put a Saproling token into play, Treat this token as a 1/1 green creature, 7/7. SOR R \*\*\* \* SH **Verdant Touch** Buypack Target land becomes a 2/2 creature permanently. Verdigris TM Destroy target artifact.

Verduran Enchantress SC Braw a card each time you cast an enchantment 0/2. L.U.R.4th.5th Vernal Bloom Whenever a forest is tapped for mana, it produces an additional Voirath's Gardens FN 4 Tap a creature you control. Gain 2 life. Play this ability as a sorcery. Wall of Blossoms SE 1 .... -Wall of Blossoms comes into play, draw a card. 0/4. Regenerates. 2/3.

Wanderlust

De 1 Ø. L.U.R.4th.5th EC U ... L.U.R.4th.5th Do 1 damage to controller of target creature during upkeep To Dance

EN U \*\*\*

During your upkeep you may put a counter on Dance. Sacrifice Target creature gets +X/+X until and of turn, where X is the number of counters on Dance r Manumoth: SC C \*\*\* \$\infty\$ 1.U.R. IA.5th Trample, 3/3 22 TM

MAGIC FACT The artwork on Veteran Bodyguard was modeled after actor Lou Ferrigno. Hulk smash!

MAGIC DATA

.

EN R ....

C=COMMON U=UNCOMMON R-RARE

LE 4th 5th

Protection from black. Gains +1/+1 if it damages opponent. 1/1.

● ARTIFACT ● BLACK ● BLUE ● GOLD ● GREEN ● RED ○ WHITE ● LAND EN Enchantment INT Internet SC Summon Creature ART Artifact EA Enchant Artifact EW Enchant World INS Instant LL Legendary Land MS Mana Source Summon Legend AC Artifact Creature CR Current Rarity EC SOR Sorcery ET. Enchant Land

Whirling Dervish

L.U.R.4th.5th

NAME	KIND	CR	RATING	COST	SETS FOUND
Whirlwind .	SOR	R	***.	***	U.
Destroy all creatures with					
Wild Degs	SC	C	***		U.
During your upkeep, if a p		s moi	e life than	any other, th	at player gains
control of Wile Degs. 2/1.					LILD ALL MEN
Wild Growth	H.	li .	**		L,U,R,4th,IA,5t
Target land provides an ex			tapped for	mana.	1 13
Winding Wurm	SC	C	**	***	lá.
Echo, 6/6.	SOR	Н		<b>*</b>	19
Wing Snare			***	4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4	B
Destroy target creature wi Winter Blast	an niying SAR	- 11		-	LG,4th,5t
Tap X target creatures, Do			nooh tara	nt fluion area	
Winter's Grasn	SOR			at nying cibal	UI.0:
Destroy target land,	GUIV	u	***	***	"
Wolverine Pack	SC	f.	**	***	LG.5t
Rampage: 2 2/4.	ON	u		-	Lujos
Wood Elves	SE	C	••	4.	E
When Wood Elves comes			en vaur lib	rary for a for	
that forest into play, 1/1.	into proj	, 004	an Joan ne	, ioi a ioi	out out a true box
Wyluli Welf	SC	8	**	御●	AN. 51
Target creature gets -		1/1.		-	
Yavimaya Granger	SC.	Ĉ.	***	44	. 1 6
Echo. When Granger come	es rito d	lay, y	ou may se	arch your ibr	ary for a basic lan
card and put that land inti					•
Yavimaya Scion	SC	G	***	*	U
Protection from artifacts 4					
Yavimaya Wurm	SC	Ç	***	***	
Trample, 6/4,					
				_	
RED					
About Face	INS	G	**1	9	
				-	Effects that arter

DED			-	
About Face	INC C	***		UL
Switch target creature's pov				
the creature's power after it Acidic Soil	s toughne: SOR U	ss instead a	nd vice versa, this tu 🏶 🏶	rn UZ
Acidic Soil deals 1 damage Aftershock		ayer for eac	h land he controls.	TM
Destroy target artifact, creat				YBL.
Ambush Party First strike. May attack the	SC C	68	99	HL,5th
Amek	EN R	**	<b>(1)</b>	SH
Discard a card at rando Anarchist	om: Put a SC C		iter on target creatul	e. EX
When Anarchist comes into graveyard to your hand, 2/2	play, you			am your
Ancient Runes	EN J		**	TM
During each player's upkee each artifact he or she cont	p, Ancient Irols.	Runes deals	i damage to that pi	ayer tor
Antagonism	EN 8		⊕⊕ nela 1 demona ta th	UZ st player
During each player's discen- unless one of his opponents	o poase, a s was succ	ncagonism o ressfully deal	ears z damage to un It damage that turn.	
Apocalypse	SOR R		pur hand	TM
Remove all permanents from <b>Arc Lightning</b>	SOR C	000	0.0	LΖ
Arc Lightning deals 3 dama creatures and/or players.	ige divided	as you choo	ise among any numb	er of target
Atog	SC C			AQ,R,5th
Sacrifice an artifact + Avalanche Riders	2/+2, 1/2 SC		9.0	ÜL
Eche Avaianche Riders is u	naffected			
.nto play, destroy target ian <b>Hall Lightning</b>	a 2/2. SC R	****	000	DK,4th,5th
Trample, Ball Lightning Is a			ig sickness Bury Ba	li Lightning
at end of turn in which it co Barbed Sliver	SC U	***	**	TM
Each Sliver gains ** This Bediam	creature i	gets +1/+0	until end of turn." 2,	/2 UZ
Creatures cannot block.				
Bird Maiden Flynn 1/2	SC C	•	<b>39</b>	AN 4th,5th
Flying 1/2 Blood Frenzy	INS D	****		TM
Target attacking or blocking destroy that creature.	creature	gets +-4/ +-U	JIPUI BING OF LUFFI, AL	ena or turn,
Blood Lust	INS C		en holeur 1	LG 4th,5th
Target creature gets +4/-4	INS LI		An name i'	TM
Destroy all Islands.	INS R	44		UZ
Gain control of all permane	nts you cw	n. Cycling 4	b	
Brassciaw Ores Cannot be assigned to block	SC S k creature		<b>****</b> reater than 1, 3/2.	FE.5th
Bravade	EC C	**		UZ
Enchanted creature gets +' Brothers of Fire	SC C	ach other cr	eature you control.	DK,4th,5th
Oc. 1 damage to:	any target	and 1 dama		1 P 4th Deb
Brute, The Target creature gains +1/4	EC C		ates.	LG.4th,5th
Bulwark During your upkeep, Bulwar	EN R	54	<b>***</b>	JZ on cord in
your hand greater than the	number of	cards in tha	t player's hand	
Canyon Drake Flying, . Discard a cars :	SG R		#####################################	TM turn 179
Canyon Wildcat	SC C	ase dem		TM
Mountainwalk. 2/1.	SE L	90	<b>***</b>	DK,4th,5th
People get +1/ 2 until end	of turn w	nen they are	attacking 🏶 🗬 🗶	
target creature mountainwa Chaetic Goo	SC - R	**	***	TM
Chaotic God comes into pla	y with thre	18 +1/+1 co	ounters on it. During	YOUR to Chantin
Jpkeep you may flip a colr Goo Otherwise, remove a +	-1/+1 cou	inter from It.	0/0.	
Cinder Crawler  Cinder Crawler gets +	SC C	94		EX if Cinder
Crawler is blocked, 1/2.				
Conquer	EL L	***		IA.5th

Conquer Take control of target land.

Take control of target land.

SC U - St

Convulsing Lield

SC U - St

SC U

NAME	KIIKD	Lift	MARING	LUDI	9519 LANKE
m-4- h-01-	pg	п			
Crater Hellion	\$6	K	oces leader Andrea		UZ
Echo. When Hellion comes	s into pia	ıy, je c	leals 4 dan	nage to ea	ion other creature, 6/6
Craven Giant	SU	li		-	SH
Craven Giant cannot block	4/1.	91			10 14 50
Crimson Manticore	SG	R			L6,4th,oth
Flying, 🌰, 🐡 Do 1 dan	tage to a	un atti	acking or b	ilocking cr	reature, 2/2,
Crown of Flames  Enchanted creature g	EG	i			TM
: Enchanted creature g	ets +1/	+[] []	atil end of	turn. 💨:	Keturn Grown of
Flames to owner's hand.		-			701
Deadshot .	SOR	K	90	-	TM
Tap target creature. That i	creature	deals	damage e	qual to its	power to another tar-
get creature.					***
Destructive Urge					
Whenever enchanted crea	tura suci	cesst	illy déais c	ombat da	mage to a player, that
player sacrifices a land					
Detonate					AQ,4th,5th
Destroy target artifact and	qo y qa	umage	to lis con	trolier X i	s the casting cost of
the artifact.	no			-	ŲL
Defender of Chaos	SE	Ų.	0.00	33 W	UL
Protection from white. You	ı may pl	ay De	tender any	time you	could play an instant
2/1	hom	- 1			L In the field Free
Disintegrate	SUR	į,	44.60	***	L,U,K,401,001
Do X damage to target, if	target di	ies th	is turn, ren	nove it tro	т дате.
Disorder deals 2 damage	to each t	white	creature a	nd each p	layer who controls a
white creature.	rio.				FN
Dizzying Gaze	FE	U	**		Đ
Play Dizzying Gaze only o			on coupton	. Enci	nanted creature deals
damage to target creature					de
Dromosaur Dromosour block	20	G			. UZ



Old have a Planar Collapse, and there are four creatures in play. My opponent unsum-mons one of his creatures in response to the upkeep ability. Does Collapse still yo off? De No. Planar Collapse checks how many

creatures are in play only during the resolution of its upkeep ability. If there aren't enough creatures in play when the ability resolves, the Collapse stays in play and nothing happens.

> SH FE,5th

Duct Crawler	SC C	**		Ś
Target creature car	nnot plack D	Lict Crawle	er this turn 1/1.	
Dwarven Catapult	INS U	24	80	FE,5t
Do X damage, divided even	ily among a	l of appoint	ent s creatures.	
Dwarven Soldier	SC C	49	4	FE, Et
If Soldier blocks or gets bu	ocked by Or	cs, it gains	+0/+2 until end	of turn. 2/1.
		869		1,U,R,4th 5t
Target creature of por	wer no grea	ter than 2	becomes unb.ocka	ple, 1/1.
Earthquake			8	L,U,R,4th bt
Do X damage to all players	and non-fly	ying creatu	res in play	
Bectryte			***	i i
Whenever Electryte succes	sfully deals	combat da	mage to defending	j player, Elec-
tryte deals damaga equal t	to its power	to each bit	ocking creature 3,	3.
		4.0		TI
<ul> <li>Licid loses this abi</li> </ul>	lity and bec	omes a co	eature enchantmei	it that reads
*Enchanted creature is una			SICKNESS INSTEAD	of a creature.
You may pay 🏶 to end th	IJS STRECT. 1/	i.	40	1A.5t
Errantry				
Target creature gets +8/+ ture attacks.	-u. No outer	CLESTINGS	CSTU STERCE THE HTT	II II FALBET CHE
Eternal Warrier	EC. C			LG.4th,5t
Target creature does not to		**	-	TH'ARI'OL
Fatter	INS C	**	40.0	. [4
Creatures without flying car			***	LI.
Fanning the Flames	III due	JIIO UJIII.	<b>***</b>	8
Buyback 🐲. Do X damage				ų.
Fault Line	INS R	WAR.	96 (2) (2)	13
Fault Line deals X damage				
Fiery Mantie	FG C	400	A A	. piayon
When Mantle is put into a				
Enchanted creature ge	ts +1/+0	until and of	f turn.	
Fighting Chance	INS R			E
For each blocking creature,	. flio a coin	If you win	the flip that crea	ture deals no
combat damage this turn.		, -		
			-	

	NAME	KIND	CR	RATING	COST	SETS FOL	IND
	Fire Ants	SC	U				UZ
1	Ants deals 1 damage	to each	other		without flyin	g. 2/1. DK.C	
	Fixing. : +1/+0. Only (	SC one 🎱 o					1.001
	Fireball Do X damage, divided ever	SOR	C	****	*	L,U,R,4ti	
-	for each target beyond the	first.		(Idi(IDDI	ui taigeta (i		
***	Firebreathing  : +1/+0.	EC.	C	***		L,U,R,4th,Mi	G.5th
:	Firefly	SC	Ü	**			TM
1	Flying. Firefly gets +1 Fireslinger	SC unt	di end C.	1 of turn.	1/1. <b>***</b>		TM
8 4 8	<ul> <li>Deals 1 damage to ta</li> </ul>	rget crea	itura		and 1 dama	ge to you. 1/1.	
	Flame Spirit  : +1/+0 until end of to	:SC um. 2/3.	U	**	**	U	A,5th
	Flame Wave Do 4 damage to target pla	SOR	U		*************		SH
	Flare	SMI	C	**	(B) (B) (B) (C)	IA,M	G,5th
i	Flare does 1 damage to as Flashfires	ny target. SOR	. Çan	trip,	*	L.U.R.4t	h 5th
	Destroy all piains in play.					Liondia	
i	Fling Sacrifice a creature: Fling	INS deals da	C mage	equal to	the sacrifica	ed creature s pov	SH ver
***	to target creature or player Howstone Blade		Е				SH
-	: Enchanted creature g	ets +1/-	1 unt				
:	Buyback -Pay 3 life, Disca	SOR rd a card	U fatr	andom. Di	estrov taroel	and.	EX
	Flowstone Giant	SC	C	***	<b>***</b>		TM
-	Flowstone Glant gets     Flowstone Hellion	#27 Z J	l Imi e	no ar turn	. 3/3 <b>*</b>		SH
	Flowstone Hellion is unaffe gets +1/-1 until end of tu		sumr	non <sub>i</sub> ng sid	Kness. 🏶:	Flowstone Hellio	n
:	<b>Howstone Mauler</b>	SC	R		***	475	SH
-	Trampie.  Howstone M Howstone Salamander	auler get SC	ts +1 U	/-1 until -	end of turn.	4/b.	TM
:	Salamander dea s 1 c	iamage t	o tarq	get creatu	re blocking i	t. 3/4.	SH
	Flowstone Shambler Flowstone Shambler g		C 1 ur	til end of			
	Flowstone Wyvern Flying Flowstone Wyv	SC	R	***	#99	/3.	TM
i	Furnace Brood	SC	C	**	**	, 0.	EX
	<ul> <li>Target creature cannot</li> <li>Furnace of Rath</li> </ul>	it be rege EN	enera R	ted this to	im. 3/3.	•	TM
	Double all damage assigne Furnace Spirit	ed to any	crea	ture or pla			SH
	Furnace Spirit is unaffecte	SC d by sun				ace Spirit gets	SH
	+1/+0 until end of turn. ' Gamble	1/1. SOR	R	***			UZ
	Search your library for a ca	rd and pu	at it H	n your han	d Discard a	card at random	
i	Game of Chaos Choose target player and t	SOR No a coir		ou win, ve	ou gain 1 lif		A,5th takes
	1 damage. Otherwise, you	lose 1 la	fe an	d apponer	nt gains 1 lil	e. The winner ca	in
	continue. The stakes deub Ghira Fire-Eater	SC	Ŀ	**	99		UL
	<ul> <li>Sacrifice Fire Eater d player, 2/2</li> </ul>	eals dam	iage i	equal to it	s power to 1	arget creature o	ŗ
	Shitu Slinger		C		· · · · · · · · · · · · · · · · · · ·	ant amotum as	dL
***	Echo When Slinger comes player 2/2			Jedis E da		Rec elegenie o	
	Shitu War Cry  Target creature gets	EN +1/+0 u	U intil e	end of turn	<b>◎ ◎</b> 1.		dL
	Giant Strength	EC	C	***	90	LG,4th,5t	h,TM
	Make target creature +2/- Goblin Bombardment	EN	U	***			TM
	Sacrifice a creature; Bomba Goblin Cadels	ardment o SC	deals U	1 damage	to target on	eature or player.	UZ
i	Whenever Cadets blocks o	r becom	es bli	ocked, opp	onert gains	control of it. 2/	1.
	Goblin Digging Team Sacrifice Digging Tea	SC n to des	.C. troy t	arget wall	1/1.		K.5th
1	Geblin Hero	SC	Ć	**		D	K 5th
	Goblin King	SC	R	. 1 0.00	***	L,U,R,4ti	h,5th
	Al Gool ns gain mountainv Geblin Lackey	valk and SC	+1/- U	+1. 2/2	•		UΖ
-	Whenever Lackey success	fully darr	ages	a player.		ioose a Goblin ca	
***	your hand and put it into p Gobiin Matron	SC	G	***			UZ
	When Goblin Matron come card, if you do, reveal that	is into pla card am	ay, yi d out	ou may se	arch your li ur hand: 17	orary for a Goblin I.	
	Goblin Medics	SC	G	**	<b>49.49</b>		UL 1/1
***	Whenever Medics becomes Gobiin Offensive	SOR	U	s i damag	je to target d		UZ
***	Put X 1/1 red Goolin toke Goolin Patrei		lay.	***	•		IJZ
****	Echo. 2/1.				-		
*	Geblin Raider Cannot block 2/2.	SC	C		40		IJΖ
***	Soblin Spelunkers	SC	C	***	-		IJΖ
****	Mountainwalk, 2/2 Geblin War Buggy	SC	C	***			UZ
	Echo. War Buggy is unaffe <b>Goblin War Drums</b>	cted by EN	sumr Ĉ	noning sid	kness. 2/2.	F	E,5th
中,不可以外的 经股份 经收益 医甲状腺 医甲状腺 医甲状腺 医甲状腺 医甲状腺 医甲状腺 医甲状腺 医甲状腺	Each attacker you control		be bl		h less than	two creatures	E.5th
	Soblin Warrens Sacrifice two Gobl Goblin Welder	ins to pu	t thre	e 1/1 red	Goblin toke		
San and San	Geblin Welder  Exchange target artife	SC ect a nia	R rer m	entrols for	target artifa	ct card in that	UL
-	player's graveyard 1/1						111
***	Enchanted creature gets -	-1/+0 fc	c ead	h mounta	in you conti	ol.	UL
****	Protection from blue, 2/2.	SC	IJ	444	**		UZ
	Hand to Hand	EN	R	**	**	do a	TM
:	Instants and abilities requir	ing activa EN	atton U		ot be played	ouring combat.	TM
****	Whenever target opponent	casts a		spell, he	or she lose	s 2 life.	
	Al attacking creatures gail		rike L	intil end o			UZ
-	Heart Sliver All Slivers are unaffected I	SC	C	44	*		TM
	Total and attainment of the	, 20,000	->				

Invasion Plans

Each creature blocks when we also Attacking player chooses how creatures block

Tenclaw Curse

EG R •• St

Target glas\*-0/-1 and cannot be assigned to block a creature whose power equals For each 1 damage dealt to Jackset rup in uses a countege to you. 27 1

Sagged Lightning SDR J \*\* \*\* \*\* \*\* \*\*

Lightning deals 3 damage to target creature and 3 damage to another creature.

Jokutheups SDR R \*\*\*\* .17 Legenty uses a vernous and second of the Company of L.U.R.4th.5th Kindle deals to target creature or player an amount of damage equal to 2 plus the IJΖ TM UZ TM TM Magmasaur pomes into play with five +1/+1 counters on it. During your unkeep,
Magmasaur pomes into play with five +1/+1 counters on it. During your unkeep, damage for each +1/+1 counter from Magmasaur, or sacrifice Magmasaur and it did damage for each +1/+1 counter on it to each creature with flying and each player, 0/6. remove a +1/+1 counter from Manmasaur or sacrifice Manmasaur and it deals 1 Mana Cleah

SIR . R - DK.4th.5th

Choose a player. You both filip a coin. Any player whose coin comes up tails losses DK Ato 5th LU,R,4th,5th LILR 4th 5th FX ŬΖ

NAME	KIND	CR	RATING	COST	SETS FOUND
Mogg Raider	SC	C	**	9	· TM
Sacrifice a Goblin: Targ	et creature	gets	+1/+1 ur	itil end of t	turn. 1/1.
Megg Squad	SC	I			- TM
Mogg Squad gets -1/-1	for each	other	creature in	play 3/3,	FIL
Melten Hydra  Put a +1/+		ne the	den and D	omous all	VI.
Hydra: Hydra deals 1 di	smano to t	un ny arnof	nroshiro n	r nlaver for	each +1/+1 counter
removed this way, 1/1.		orgine	dinama n	biritor to	DODIT - 17 - 1 GODING
Mens's Goblin Raidors		Ĉ			L.U.R.4th,5th
1/1.					
Monstrous Hound	SC	R	6.0	4	EX
Cannot attack unless yo	ь саптол	more	lands than	defending	player. Cannot block
unless you control more				er. 4/4.	18 Fat
	. SC	C	ené		IA,5th
Mountainwalk, 1/1,	EN	n			TM
No Quarter Whenever any creature		Ts in blar	alead his a	oroatura wi	
destroy the creature wil				Pipa(nio 4)	(i) 100001 puttul,
Outh of Mages	FN.	R	•	40	E
During each player's up	keep, if th	at pla	yer has les	s life than	target opponent, he o
she may have Dath dea					
Ogre Shaman	SC	R		400	EX
Discaro a card at r	andom: De	al 2 o	damage to	target crea	sture or player 3/3
Okk	SC	R		4.0	UZ
Okk cannot attack unle	ss a creatu	ire wil	th greater	power also	attacks, ukk cannot
block unless a creature		er po	wer a-so bi	DCKS. 4/4	E)
Daslaught Whenever you success!	EN EN	connt	turn anall i	on format o	
ALLIGHTARE ATTORNEYS	mily dast a	niggi	min ohall' i	ah railler r	degrato.

NAME	KIND	CR	RATING	COST	SETS FOUND
Promincy	FN	Ŕ	**	000	ÜL
Discard a card at randi damage equal to the total of	от: Руга	man			
Pyrotechnics Do 4 damage divided any v	SOR	П	***	**	LG,4th,5th
tack and Ruin	INS	Ų.	ee ly Hallings	e e	ÜL
Destroy two target artifacts. Raging Gobile	SC	G	**	•	EX
Raging Goblin is unaffected tain of Salt.	by sum SDR	moni U	ing sickne:	ss. 1/1.	UZ
Destroy two target ands.	SC	R		***	TM
Flying When Rath Dragon Rathi Dragon 5/5		nto p	lay, sacrifi	ce two mou	ntains or sacrifice
Ravenous Baboon When Baboons comes Into	SC play de	R		masic rand	9/2 EX
Paze	SOR	C	***		UZ
At the time you play Raze. Recidess Ogre	SC	C	***	**	EX
If Ogre attacks and no othe Reflects	r creatu EC	res d C	a It gets ·	+3/+8 until •	end of turn. 372.
Enchanted creature gains fi Tenegade Warlard	rst strike SC	B. 11		40	TM
First strike. If Renegade Wa +1/+0 until end of turn, 3	ariord att		, each oth	er attacking	
	IJ.				IL7





OUT THE SECOND Blue isn't the best when it comes to creature-elimination, but by slowing things down vos can convince your opponent's tired creatures to retire. Tack a Slow Motion on an offending beastie and then cast Exhaustion when your opponent is low on mana. And uh, well, that's it Next combo...

Opportunist 38 11 \*\* 20 Opportunist dea,s 1 damage to target creature that was damaged this turn, 2/2.

Artillery SC U --- D.J.U.R.4th,5th Orosia Artiflery C I Secretary Description and was calengage units Unit. 22.2.

Orosia Artiflery C I Secretary Description Company Com SC U Choose target Orc, then filp a coin. If opponent wins filp, target Orc gets +2/+O until end of turn, Otherwise, the Orc gets -0/-2, 1/1. least two other creatures block. 2/2.

ish Farmer

SC C

In the scart of the scart Orcish Oriflamme FN U ••• . LU.R.4th.
All of your attacking creatures gain +1/+0 during your attack. Misprint: Alpha All of your attacking bisaurus survivarion lists casting cost as 🏶 🔔 .... Octah Squatters SC R --- IA.5t
If Squatters is not blocked, you may have it do no damage and gain control of a It Squares is not unknown, you may make it was a second controlled by the defending player. 273.

Cray

Trample, Can't attack if opponent has an untaged creature of power greater than 2. Can't block creatures of power greater than 2. 6/6 # **\*** Dutmanauver X target blocked creatures deal combat damage to defending player instead of to X target blocked creatures to blocking creatures this turn. 20 TM is equal to the number of tapped lands target opponent controls. \*73. ΕX Pandemonium

EN R ••• 
Whenever any creature comes into play, that creature's controller may choose to have it deal damage equal to its power to target creature or player. IA 5th Choose one-Parch deals 2 damage to target creature or player; or Parch deals 4 damage to target blue creatures. TRAYSEM EC 1) •• 
During the upkeep of enchanted creature's controller, reveal the top card of that player's library, if that card is a land eastroy enchanted creature. Otherwise, enchanted creature gats +3/+3 until end of turn. Price of Progress Dea: 2 damage to each player for each nonbasic and he or she controls.

Primordial Occ SC U • LS.CH

Must attack if possible. Add a +1/+1 counter at end of up/keep. Pay ® per L& CH 5th Must attack it possible, Add a +1/+1 counter at end of upkeep, it counter or Ozer deals 1 damags to you per counter and taps. 1/k. 

Pyrmy Pyrosaur
Cannot block. Pyrosaur gets +1/+1 until end of turn. 1/1. 

Pyroblast
Counter larget seel or destroy target permanent if it is blue.

FN R as 20 During each player's upkeep, if that player controls more lands than any other, Unrig each payer's upreso, it may payer countes more lands their airly durier.

Rolarly deas 2 damage to him or her

Rolling Thunder

SOR C The

Rolling Thunder deas X demage divided any way you choose amoing any number

of target ciredures and/or players.

Rulination

SOR R SS Faunation
Destroy all nonbasic lands.

Rumbling Crescende
DI R

During your upkeap, you may put a counter on Crescendo.

By Sacrifice: Destroy
up to X larget lands, where X is the number of counters on Crescendo. Sabertooth Tiger First strike. 2/1 SC SC U .. Sabartooth Wyvern Flying, first strike. 3/2. Sandstone Warrier SC 6 \*\*\* Adstone Warriar SC C First strike, S. Sandstone Warrior gets +1/+0 until end of turn. 1/3.

EN U S SUBJECT STATES Scading Salamander Seals of Jamage to each creature without flying defending pusyer controls. Play this ability only if Scading Salamander is attacking and FX only once each turn. 2/1. SOR R --- \* Scorched Earth Scorched Earth SUK R --- SO Choose and discard X land cards: Destroy X target lands.

Scorda Wurm SC R - SO Choose South Surm to owner's hand, 7/7. During your upkeep, tilp a coin if you lose, return Wurm to owner's nand Scrap
Destroy target artifact. Cycling Searing Touch
NS
U

Buyback Searing Touch deals 1 damage to target creature or player.
Seething Anger
SOR
C

SOR
C SH Seething Anger SOR C Buyback Target creature gets +3/+0 until end of turn. Seismic Assault

Chose and discard a land card: Deal 2 demage to target creature or player.

Shadowstorm

Shadowstorm casis 2 damage to each creature with shadow.

Shard Phoenix

SC R

Plytor

Put Shard Phoenix into your hand. Use this ability only if Phoenix is in your graveyard and only during your upxeep. Scorffice Phoenix: Shard Phoenix deals 2 damage to each creature without flying. 2/2.

LIRATHUAE

LIRATHUAE Shatter LICE ATHRES IN TM Destroy target artifact. Destroy Large.

Shattering Pulsa

Buyback & Destroy target artifact.

SUR 8

MAGIC FACT Chromium is the only Magic card to share its full name with a chemical element.

...

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

 ARTIFACT ● BLACK ● BLUE ● GOLD ● GREEN ● RED ○ WHITE ● LAND FA Enchant Artifact EN Enchantment ADT Artifort AC Artifact Creature CR Current Rarity **Enchant Creature** EW Enchant World EL. Enchant Land INS Instant

IA.5th

INT Interrunt LL Legendary Land MS Mana Source

Bury all artifacts in play.

SC Summon Creature Summon Legend SOR Sorcery

EX

AQ,R,5th

Mogg Flunkies SC C - SH SH Mogg Flunkies cannot attack or clock during a turn in which no other creature you

Megg Infestation

SOR R ••• 
Destroy all creatures target player controls. For each creature put into any grave

yard in this way, put two Goblin tokens into play under that player's control. Treat these tokens as 1/1 red creatures.

SC U \*\*\* SH

never Mogg Maniac is dealt damage, it deals an equal amount of damage to

control attacks or blocks. 3/3.

Mogg Manias

target opponent, 1/1.

NAME		KIND	CA	RATING	COST	SETS FOL	IND E	
								1
Shiv's Emb							UZ	A
Chiama Res	gets +2/+2 and	tlying. <b>4</b> SC		eature gel	S +1/+U <b>*</b> • •	until end of turn. L,U,R,4ti	h 5th	A
Flying @	<b>you</b> ): +1/+0, 5/5.	au	Pk		****	L,U,IV,TE	1,011	
		SC	R	***			UZ	A
Flying @	enix	s 1 dam	age 1	to target d	reature or	player 5/5	UL.	A
Flying Wh	<b>enea</b> neo Phoenix is out	into a or	ns aveva	ed from n.	av return	it to owner's hand		A
Shivan Rap	ter	SC	U	e.e	<b>*</b>	, w difficult in the is	UZ	A
	e echo Raptor is			y summor	ning sickn	BSS. 3/1.	011	١.
Shock do	nin I domana to i	INS	G	or alous			SH	A
Shocker	ars 2 damage to 1	SE	R	ees ni hiskii			TM	A
	r damages any pl	ayer, tha		er discard		ner hand, then dra	ws a	
new hand	of as many card	s as he	or sh	e had befo	are. 1/1.		102	A
Shower of Shower of	<b>sparks</b> eals 1 damage to	INS tanget o		ra and 1 r	damana tr	tornot player	UZ.	A
Staggishne		EC		ee allu i i	mailiaño ir	raigot player.	UL	1.7
Creature (	cannot block. Wh	en Sługg		iss is put	into grave	yard from play, ret	um	
	ess to owner's ha		R	**		L.U.R.4ti	h Eéh	A
Smoke Fach nlay	er may only unta	EN n one en					POH	A
Sneak Atta	ck	EN	R	****	*		UZ	1
						play. The creature	S	A
Sonic Burs		SICKTESS INS		ne end or	ELTTH, SOCI	rfice the creature.	EX	4
						reature or player.	LA.	A
Spelishack		EN	U	66			EX	:
	layer casts a spe	II, Spells				him or her	en	A
Spitting Hy Hydra cor		SC four +1			m it. 48	●. Remove a +1.	SH :	A
counter fr	om Hydra: Do 1	damage :	to tar	get creatu	ire D/0.			1
Starke of R	ath	SL	R	***	# ● ■	atrollar actor and	TM	
Starka of	roy target artifact Rath permanently	or creat / 2/2	ure. I	nat perma	BUBIT S CO	ntroller gains cont	יוט טו	
Steam Blas	t	SOR	U				UZ	
Blast dea	s 2 damage to e	ach creat	ure a					
Stone Gian		SC	w	**	Shan Ci		h,5th	
end of the	one of your creat m. Target creatur	ures Witi e is killer	l tou	yriness les end of her	ss urain Gli 1. 3/4	ant's power flying	uliui :	
Stone Rain	ii. raigut uraatui	SOR	C	ade	. 37 1.	LU,R4THJA,MG,5	<b>Ь,ТМ</b>	
Destroy a	ny one land							
Stone Spiri	elt nammet ha blace	SC	U	aranhuran	4/2	li li	A,5th	
Stan 2000 Sh	rit cannot be bloo	INS	iying C	DIBSTALSS	. 473.		TM	
	eature cannot blo							
Sudden Im	pact	INS	Ü		-	1. 1. 1. 1	TM :	
	npact dea.s 1 da		targe R	t player to	or each ca	rd in hIs hand.	UZ	
Sulfuric Va Whenever		EN ais dama				amount of damag		
plus 1								
Tahngarth's	Rage	EC	U	37 . 0	Otherwood	h	TM	
Thundering	ted creature is at	SC	t get U	S +3/+U.	Otherwish	e, it gets -2/-1.	UZ	
	naffected by sum				~~~		UL.	
Tooth and I	Claw	EN	R	•			TM:	
		rt a Carm	vore	token into	play Fre	at this token as a	3/1	
red create Torch Song		EN	U	***			UZ	
During yo	ur upkeep, you m	ay put a	COUN	iter on Sor	ng 😻 🔵	Sacrifice: Song d	eals	
X damage	to target creatur	e or play	er, w	here X is t	the number	er of counters on S	eng.	
Viashino Bu When Via	sh no Bey attacks	all cres	ti. th.res	vou ennt	ml attack	fable 4/3	IIL	
Vinshino Ci	itthroat ·	SC	U	<b>4.63</b>	-		UL	
			SIM	moning si	ckness At	end of turn return	1	
Viashino He	to owner's hand.	SC.	U	***	-		UL.	
	Destroy target			no Hereti		that artifact's		
	damage equal to					1/3,		
Viastino Ou Echo 4/3		SC	C				UZ	
Visebian Re	Inner	SE	C	44			UZ	
Runner ca	annet be blocked	by on y	one c	reature 3	/2			
America 25	INOSCOUT	SL	L	**	10 m	o owner's hand. 2	/1 /1	1 "
Viashino Sa	ındswimmer	SC	R		<b>***</b>	)	UZ	À
Flip :	a con If you win	the flip			immer to	owner's hand. Oth	er-	A
WISE, SAC	rifice Sandswimm <b>caponsmith</b>	18r. 3/2. SC	С		50		U7 ·	. "
	a creature blocks			th gets +2		end of turn 2/2.	Ji.	
Yug Lizard		SC	U	444			UZ-	A
Echo Mo Wall of Diff	untainwalk 3/4	SC	C	***	46.0		TM	8
	nasion Offusion can block						1 108	
Wall of Fire		SC		##	-	L,U,R,4t	h 5th	В
●: +1/- Wall of Raz			0		*		OH	В
Wall of Raz First stric		SC	U	***	-		SH	
Wall of Ste		SC	U	90	-	Lu,R,4t	h,5th	В
. 0/8							71.	В
Wild Wurm	em namos lota -f	SC	U DIES	If you are	a rohum V	Viron to voice hard	TM 5/4	
Wildfire	um cumes into pl	ay, 11 p a SOR	coin. R	If you risi	e, retum v	Vurm to your hand	0/4. UZ	8
Each play		ands, the	n Wi	idfire deals	4 damag	e to each creature.	-	
Winds of C	hange	SOR	R	-094		LG,4t	h,6th	В
	s must shuffle thi r ginally had	er hands	into	uneir #bra	eres, then	draw as many car	30	B
Word of Bi	asting	INS	Ú	40			A,5th	1
Bury targ	et wall and do X					here X equals the		C
	ost of the wall							
77.77	الر عال					-		C
ַ עעי <u>.</u>	JUUL							
Abbey Garg		SC	U	***	***	* H	L,5th	C
Flying. Pr <b>Absolute G</b>	otection from red	. 3/4. EN	li	***	**		UZ	:
	r <b>ace</b> res gain protestic				तम की			C
Absolute La	IW	EN	U		樂事		UZ	
	res gain protectio	in from r	ed.					C
		CD.		200	4		733	
Advance Sc		32	C	est strike i	antil end o	of turn. 1/1	TM	

NAME	KIND	CR	RATIN	e cost	SETS FOUND
Akron Legionnaire				***	LG,CH,5th
Of your non-artifact creat	ures, and	y Legic	onnaire r		
Alabaster Potion		G.		**	LG.4th,5th
Give tarnet nlaver X life n					
Allay	INS	U	**	*	E)
Buyback 🏶 Destroy targ					_
Angelic Blessing	SOR	C		遊卷:	Ð
Target creature gets +3/	+3 and i	gains f			
Angelic Curator	32		**	事業	UL
Flying, protection from an	tifacts, 1.				
			***		UŽ
When a creature comes in					al to its toughness
Angelic Page	SC			*	U2
Flying. 👄: Target attackir					il end of turn, 1/1.
Angelic Protector	SC	IJ		3*	TM
Flying. If Protector is targe	nt of a sp	ell or a	ubility, it	gets +0/+3 un	til end of turn. 2/2
Angry Mob	SC		***		
Trample During your turn wise, *=0, 2+*/2+*.	ı, "≔total	numb	er of sw	amps all oppon	ents control. Other
Animate Wall	EC	R		*	L,U R.4th,5th
Target wall may now atta	ck				
Anoint	INS	6	***	*	'TN
Buyback . Prevent up	to 3 dam	age to	алу сте	ature. •	
Arenson's Aura	EN	C	***	*	IA,5th
: Sacrifice an enchant	ment to	destroy	another	r enchantment.	
Counter an en	chantme	nt as i	is being	cast.	
Armageddan	SOR				L.U.R.4th,5th
Destroy all ands in play.					
Armor of Faith	EC	0	***	*	IA.5th
Target creature gains +1	/+1 *	: +0/-	+1.		
Armor Sliver	SC	[]	***	0#	TM



Can Devout Harpist be used on Confiscate?

Osh Lyde

No. Confiscate is not a creature enchantment, because it does not say "Enchant Creature." It's only an "Enchant Permanent." Even
if it happens to be enchanting a creature, it
is not a legal target for Bevout Harpist.

UZ	Each Silver gains ** This creature gets +0/+1 until end of turn." 2/2
	Armored Penasus SC C ** TM
UL	Fiving, 1/2.
/1,	Auratog SC R ## TM
UZ	Sacrifice an enchantment: Auratog gets +2/+2 until end of turn, 1/2.
ier-	Avenging Angel SC R TM
	Fly ng. If Avenging Angel is put into any graveyard from play, you may put Aveng-
U7 :	
	ing Ange on top of owner's library 3/3  Aven Bureaucrats SC C HL5th
UZ-	Aysen Bureaucrats SC C St. HL.5th Tag target creature with power no greater than 2. 1/1
- 3	
TM	
	Prevent 1 damage to any creature or player. Draw a card.
th 5th	Benalish Hero SC C •• # LU.R.4th,5th
	Banding, 1/1,
SH	Blessed Reversal INS R •• III
40.1	Gain 3 Life for each creature attacking you.
th.5th	Blessed Wine INS C A IA5th
anon.	Gain 1 life Cantrip.
TM	Blinking Spirit SC R •••• ## IA.5th
1. 5/4.	Return Blinking Spiri to its owner's hand. 2/2.
UZ	Brainwash EC C •• * DK.4th,5th
U.	Target creature may not attack unless its controller spends .
tn.6th	Brilliant Here EC C ••• 🗱 UZ
erds	Creature gets +1/+2. When Halo is put into a graveyard return it to owner's hand.
i uo	Burst of Energy INS C * UL
A.5th	Untap target permanent.
กลอง	Calming Licid SC U SH
1	. Becomes a creature enchantment that reads "Enchanted creature cannot
- 1	attack." Move Licid onto target creature. You may pay # to end this effect. 2/2
7	Caribou Range EL R •• ** IA.5th
1	*: Tap land to put a Caribou toxen into play. Treat this token as a 0/1 white
L.5th	creature. : Sacrifice a token to gain 1 life.
10,001	Castle Eh U ••• 🐲 LUR.4th.5th
117	Your untapped creatures gain +0/+2. Attackers don't get this bonus.
UZ :	Cataclysm SOR R **** EX
117	Each player chooses from the permanents he or she controls an artifact, a crea-
UZ	ture, an enchantment and a land and sacrifices the rest.
714	Catastrophe SOR R **** UZ
TM	Destroy all lands or bury all creatures.
	and the same of the state of th

IV.	:	MANUE WHILE OF DATING DOCT. SETTE FOUND
Ш		NAME KIND OR RATING COST SETS FOUND
5th		Cossation EC C  Enchanted creature cannot attack. When Cossation is put into a graveyard from
5th	****	play return Cessation to owner's hand  Change of Heart INS C ** SH
EX	-	Buyback . Target creature cannot attack this turn.
ΕX		If Charging Paladin attacks, it gets +0/+3 until end of turn 2/2
UL	i	CoP: Artifacts EN U ••• AQ,4th,5th  Prevent all damage against you from an artifact source.
UZ		CoP: Black EN C ••• PUR4TH,IA5th.TM  I: Prevent all damage to you from one black source.
188, UZ		COP: Blue EN C LUR4THIA5thTM  Prevent all damage to you from one blue source
/1. TM	-	CoP: Green EN C  LUR4THU55thTM  D: Prevent all damage to you from one green source.
/2. 5th	****	Cop: Red EN C **** & LURATHIASINTM
18r-	****	Prevent all damage to you from one red source.  CoP: Shadow EN C •• TM
5th		Prevent all damage to you from a creature with shadow.  CoP: White FN C ••• ₽★ LÜRATHIA5th™
TM	*****	P. Prevent all damage to you from one white source.  Clear INS U UZ
5th	4 1 4 0 0	Destroy target enchantment Cycling .  Clergy en-Yec SC C ••• TM
٠	*****	Prevent 1 damage to any creature or player, 1/1.  Cloudchaser Eagle SC C T TM
5th		Flying, When Eagle comes into play, destroy target enchantment, 2/2.
5th	****	Target player gains 2 life for each creature in play.
TM		Contemplation EN U SH Whenever you successfully cast a spell, gain 1 life
		Convalescence EN R •• EX During your upkeep, if you have 10 or less life, gain 1 life.
ı	:	Conviction EC C ••• SH Enchanted creature gets +1/+3. * Return Conviction to owner's hand.
		Crusade EN R ••• ★ L,U.R,4th,5th All white creatures gain +1/+1.
	:::	D'Avenant Archer SC C •• LG,CH,5tn  Do 1 damage to target attacking or brocking creature 1/2
		Death Speakers SC U •• # HL,5th
	****	Protection from black. 1/1.  Death Ward INS C # LU.R.4th.IA.5tm
	:	Regenerate target creature.  Defender of Law SC C W# UL
	:	Protection from red. You may play Defender any time you could play an instant. 2/1.  Devout Harpist SC C •• W UL
	:	©: Destroy target creature enchantment. 1/1.  Defensive Formation EN L •• W U7
		You always choose how creatures attacking you deal combat damage  Disciple of Grace SC C • • ₩ ₩ UZ
	:	Protection from black. Cycling \$1/2.  Disciple of Law SC C UZ
		Protection from red. Cycling # 1/2.
	:	Disenchant INS C UNR4hJAMG5hTMUZ Destroy target enchantment or artifact.
	:	Divine Offering INS C   ©   LG.MG,5th  Destroy target artifact, gaining life equaling casting cost of artifact.
	:	Divine Transformation FC U ••• ₩ LG,4th,5th Target creature gets +3/+3.
	i	Dust to Bust SOR U ••• DK.5th  Remove any two target artifacts from the game.
	-	Elite Archers SC R UZ  Elite Archers deals 3 damage to target attack or blocking creature. 3/3.
		Elite Javelineer SC C •• TM  If Javelineer blocks, it dears 1 damage to target attacking creature 2/2.
	i	Erase INS C *** # UL  Remove target enchantment from the game.
	:	Exalted Dragon SC R ••• ** EX
	:	Hying Each it.m, Exalted Dragon cannot attack unless you sacrifice a land 5/5.  Expendable Troops SC C ••• ●★ UL
Ī	****	Sacrifice. Expendable Troops dears 2 damage to target attacking or blocking creature. 2/1
TM	į	Eye for an Eye INS R •••  AN.R.4th,5th  Do as much damage to controller of a creature spell, or effect as target creature,
TM		spell or effect does to you  Faith Healer SC R → UZ
TM	******	Sacrifice an enchantment: Gain ife equa, to the enchantment's total casting cost. 1/1. Field of Souls EN R ••• * TM
Q-	-	Whenever a non-token creature is put into your graveyard from play, but an Essance token into play. Treat as a 1/1 white creature with flying.
5th		Flickering Ward EC U ••• TM When you play Flickering Ward, choose a color Enchanted creature gains protec-
SH		tion from the chosen color. 🗰: Return Ward to owner's hand.
5th		Target blocking creature gets +4/+4 until end of t.rn. Draw a card.
UL	****	Gerrard's Battle Cry EN R TM  A creature you control get +1/+1 until end of turn
5th	-	Glerious Antheme EN R ••• W WZ All creatures you control get +1/+1
5th	:	Sreater Realm of Preservation EN L  ** LG.5th  **. Prevent all damage to you from a red or black source.
5th	-	Hanna's Custody FN R TM Artifacts cannot be the target of spells or abilities.
UZ		Heal INS C • # IA.5th Prevent 1 damage to any target. Cantrip.
nd. UL		Healing Salve INS C •••    □ UR4th/MG.5th.JZ
SH		Choose one—Target player gains 3 life; or prevent up to 3 damage to a target.  Herald of Serra SC R SC
ot 2	*****	Flying: ecno. Attacking does not cause Herald of Serra to tao 3/4.  Hero's Resolve FC C ••• ● TM
5th te		Enchanted creature gets +1/+5.  Hidden Retreat EN R •••• SH
		Choose a card in your hand and put it on top of your library. Prevent all damage from an instant or sorcery.
5th	******	High Ground EN U •• EX Each creature you control may block one additional creature.
EX	*****	Hipparien SC U • • IA.5th Cannot block creatures with power 3 or greater unless you pay • . 1/3
UΖ		and anomalog this party of ground antibod for half all the

\*\* Tale target creature. 1/2

Mesa Falcon SC C \*\*

Flying. \*\* + +0/+1 until end of turn 1/1.

Mesa Pegasus SC C \*\*\* HI 5th \* L.U.R.4th,5th Flying, banding 1/1.

Monk idealist II see \*\* When Idea ist comes into play return target enchantment card from your grave-

vard to your hand, 2/2. SC C \*\*\* When Realist comes into play, destroy target enchantment, 1/1, ther of Runes SC II .... Mother of Runes SC U ---- \* U

Target creature you control gains protection from a color of your choice until end of turn 1/1

Can block creatures with flying, \* Can block an additional creature this turn. 2/3. Nomads en-Kor SC C \*\* 
Registed 1 damage from Nomads en-Kor to a creature you control. 1/1 **Nath of Lieges** FN 2 ... 参考

h of Lieges EN R ••• \*\*\*
During each player's upkeep if he controls fewer lands than target opponent, he may search his or her library for a basic land card and put that and into play. Opal Acrolith al Acrolith EN U \*\*\* ## UZ
Whenever an opponent successfully casts a creature spell if Acrolith is an enchant-

ment, it becomes a 2/4 Guardian creature. . Acrolth becomes an enchantment.

If Avenger EN R • \* \* \* U

When you have 10 life or less, Opal Avenger becomes a 3/5 creature that counts

When one of your announcests successfully casts a creature snell Archannel becomes a 5/5 flying Angel. Attacking does not cause Archangel to tap. al Caryatid EN C •• ## U
When one of your opponents successfully casts a creature spell, if Caryatid is an
enchantment, Caryatid becomes a 2/2 Soldier **Opal Champion** EN C .. When one of your opponents successfully casts a creature spell. Opal Champion The one of your opponents successfully easis a creature spell, if Gargoye is an.

When one of your opponents successfully easis a creature spell, if Gargoye is an.

When one of your opponents successfully casts a creature spen, it baryoy's one enchantment. Eagroyie becomes a 972 fiying Gargoyle.

4 Titan EN R War War UZ
When one of your opponents successfully casts a creature spel. Than becomes a 4/4 creature with profession from each of that specific scores and that counts as a Giant.

TM

Oracle an-Vec SC R \* The Oracle and 

m, Samite Healer St. R •••• Counts as a Clere. Prevent up to 3 damage to any creature or player. 1/8. Orin's Prayer EN U •• Translation of the state of the sta Enchanted creature cannot attack or block.

Enchanted creature service against automatic Relation en-Vec SC R \*\*\*
First strike protection from black, protection from ead 2/2.

EC R \*\*\* riah EC R •• 
Redirect to enchanted creature all damage dealt to you. Path of Peace SOR C • 
Destroy target creature. That creature's owner gains 4 life. Peace and Ouiet INS /

Destroy target target enchantments
Peace of Mind Choose and discard a card. Gain 3 life.

KIND OR RATING COST SETS FOUND NAME SETS FOUND Reaping the Rewards ZMI E ... Buyback-Sacrifice a land Gain 2 life. [] \*\* Reconnaissance .FN Remove target attacking creature you contro from combat and untap it. Redeem Prevent all damage to one or two creatures.

nembrance EN R \*\*\*\* Remembrance EN R ••• 
Whenever a nontoken creature you control is put into a graveyard, you may search
Whenever a nontoken creature you control is put into a graveyard, you may search your library for a copy of that creature, raveal the card and put it into your hand.

pentance

SOR U ••• 

TM Target preature deals to itself damage equal to its power
Rependant Blacksmith SC C ••• AN.CH.5th Protection from red. 1/2 Reverse Damage IA 5th INS 8 \*\*\*\* \*\* 1 (IR 4th 5th All damage from any one source is instead added to your life total. ÎA SH intecusness INS R •• 
Target defending creature gets + 1/+7 until end of turn. I II R 4th 5th TM **Holling Stones** 404 Walls can attack as though they were not Walls. TM -Rop. Artifacts : Artifacts

EN U

: Prevent al damage to you from an artifact source. Cycling 
: Black

EN C

: C FN 11 \*\* ReP: Black MG TM.117 . Prevent all damage to you from a black source Cycling . FX : Prevent all damage to you from a blue source Cycling 17 ReP: Green EN C ••• \*\*

\*: Prevent all damage to you from a green source. Cycling \*\* 117 BnP Lands 35 A : Prevent all damage to you from a land source Cycling

FN

\*: Prevent all damage to you from a red source. Cycling \*: White EN C \*\*\*





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SeP- Red

When a black mane ones on a homicidal rampage, there is no mercy—no justice—for your opponent's creatures. With the Jade Monolith, any creature that damages one of your creatures will quickly find itself six-feet under, as long as you're willing to suck up some damage through the Monolith. Works especially well when wiping out those

後書

ΕX

SH

117

L, U R, 4th, 5th gp 6 . **65.4** Pearled Unicorn gr. P ... **@**# Penasus Charger first strike. 2/1. Pegasus Refuge EN R • TM

Choose and discard a card: Put a Pegasus token into play Treat this token as Choose and discaru a variation of the creature with flying.

SOR U SOR U SOR U Pagasus Stampede Buyback Sacrifice a land. Put a 1/ white flying Pegasus token into pray. choose a card from your hand and put that card on top of your library: Prevent all damage from a black or red source. \*\*\* Personal Incarnation SC DK.4th 5th Banding, first strike, 1/1. SOR R \*\*\* Planar Rirth 催棄 Put al, basic lands from all graveyards into play under their owners control tapped. nar Collapse EN R ••• \*\*\* Pruse Leader Lea IJŁ Whenever a player plays an enchantment spell, counter it.

Prismatic Word

EC C Smaltic Ward EC C • A Action Choose a color when Prismatic Ward comes into play. All damage dealt to target creature by sources of that color is reduced to 0 SOR R \*\* gains first strike" instead of a creature. You pay 🐞 to end this effect. 1/1. Radiant, Archangel St. R \*\*\*\* U

Flying Counts as an ange. Attacking does not cause Radiant to tap. Radiant gets +1/+1 for each other creature with flying in play, 3/3. Radiant's Dragoons SC U •••• St Echo. When Radiant's Dragoons comes into play gain 5 34 Radiant's Judgment iant's Judgment INS C --- St Destroy target creature power 4 or greater Cycling St

🐞: Prevent all damagé to you from a white source. Cycling 🏶 cred Boon INS U ••• \*\*
Preyent up to 3 damage dealt to target creature. At end of turn put a +0/+1 counter on that creature for each damage prevented. Sacred Ground FN R \*\*\*\* \*\*
Whenever an effect contro led by any opponent puts a land into your graveyard wherever an enexy commo law by any opportent puts a land into your gravelyard from page, but their land into page send **Goldide**Sc. R \*\*

The Confice Golda Riveal and remove cards from your library from the game until you reveal a white card, but that card into your hand. 1/1. Sacred Guide Safeguard EN R ••• \*\*

\* Target creature deals no combat damage this turn. \*\* Samite Blessing 'EC C 

Creature gains Prevent all damage to any creature from any one source.

Samite Healer SC C 

LUR. Samite Healer SC C --- \*\*

Prevent 1 damage to any target 1/1.

Sanctum Custodian SC C --- \*\*

Prevent up to 2 damage to a creature or player, 1/2. LUR 4th 5th Sancture Guardian SC U \*\*\* \*\*
Sacrifice: Prevent all damage to a creature or player from one source. 1/4. Scapegeat 1 00 pegeat INS U. •• \*\*\* Sacrifice a creature: Return any # of target creatures you control to owner's hand. ned Marshal SC U --- \*\*
enever Marshal attacks, you may tap target creature. 2/2. Seasoned Marshal raph SC R ••• \*\*\*
Flying, If a creature dies during a turn in which Seraph damaged it, put it into play under your control. Bury it if Seraph leaves play or your control. 4/4. Seraph Serene Offering INS U ••• 
Destroy target enchantment, Gain life equal to its total casting cost. Serra Avatar ra Avatar SC R •••• \*\*\* U. Avatar has power and toughneas each equal to your life total. When Avatar is put into a graveyard shuffle Avatar into owner's library. \*/ Serra Bestiary EC C •• H Pay \*\* during your upkeep or bury Bestiary. Target creature cannot block HI.5th Serra Paladin not cause target creature to tap this turn, 2/2, rra Zealet SC C •• First strike, 1/1. FŘ 1 .... 曲条等 Enchanted creature gets +2/+2 and gains flying. Attacking does not cause

MAGIC FACT Legends' Wall Of Shadows was mistakenly given Antiquities' anvil symbol when it was re-released in Chronicles.

MAGIC DATA

CR. Current Rarity

C=COMMON U=UNCOMMON R-RARE

SC

SOR Sorgery

Summon Creature

Summon Legend

enchanted creature to tan

 ⊕ ARTIFACT 
 ● BLACK 
 ● BLUE 
 ● GOLD 
 ● GREEN 
 ● RED 
 ○ WHITE 
 ● LAND
 □ LAND ART Artifact FN Enchantment EA Enchant Artifact **INT** internet LL Legendary Land MS Mana Source AC Artifact Creature EW Enchant World **Enchant Creature** 

INS Instant

EL. Enchant land

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TARRETO	NAME
A PAIGH	Waylay Put three 2/2
The Gathering	Welkin Hawk Flying, If Hawi a Welkin Hawi
	White Knight Protection from
Plavers Guide	Winds of Rath Destroy all cre
NAME KIND CR RATING COST SETS FOUND	regenerated the Worship
Serra's Hymn EN U ••• * UZ	Damage that a you control a Worthy Cause
During your upkeep, you may put a counter on Hymn. Sacrifice: Prevent up to X damage total to any number of creatures and/or players, where X is the number of counters.  Serra's Liturgy  EN R ••   ***  UZ	Buyback 🍩. Wrath of God
During your upkeep, you may put a counter on Liturgy * Sacrifice: Destroy up to X target artifacts and/or enchantments, where X is the number of counters.	Bury all create Youthful Knight
Shackles EC C ST Extern Shackles to owner's hand,	First strike 2/ <b>Zealots en-Dal</b> During your up
Shaman en-Kor SC R ••• SH  ■ Redirect 1 damage from Shaman to a creature you control. ■ ■: Redirect to Shaman en-Kor all damage dealt to any one creature from any one source. 1/2.	LANIE
Shield Bearer SC C • S IA.5th Banding, 0/3.	Adarkar Waste
Shield Mate SC C ** EX Sacrifice Shield Mate: Target creature gets +D/+4 until end of turn. 1/1,	age. 🏖 Add
Shield Wall INS U •• See LG,CH,5th Gve all your creatures +0/+2 until end of turn.	Ancient Tomb  a. Add two  Blasted Landso
Shimmering Barrier SC U - W UZ First strike. Cycling # 1/3. SHent Attendant SC C - W UZ	· 🖎: Add one
Silent Attendant SC C → W	CT
Flying, Attacking does not cause Skyshroud Falcon to tap. 1/1.  Smite INS C SH	
Destroy target blocked creature.  Soltari Champien SC R •••   SH	
Shadow, If attacking, all your other creatures get +1/+1 until and of turn, 2/2.  Softari Crusader SC U ••• TM  Shadow •• Softari Crusader gets +1/+0 until and of turn, 2/1.	
Soltari Emissary SC R •••   * Sotari Emissary gains shadow until end of turn. 2/1.  TM	
Soltari Foot Soldier SC C •• * 1M Shadow. 1/1	
Soltari Lancer SC C ••• TM Shadow First strike when attacking 2/2.	
Soltari Week SC U ••• ** TM  Protection from black; shadow. 2/1.  Soltari Priest SC U ••• ** TM	
Protection from red; shadow 2/1.  Sottari Trooper SC C TM	
Shadow if Soltari Trooper attacks, it gets +1/+1 until end of turn. 1/1.  Soltari Visionary SC C *** EX	
Shadow. If Visionary damages a player, destroy an enchantment that player controls 2/2.  Sanustitcher SC U ••   UZ	
Songstitcher SC U ••	
* English the second of the	
Soul Warden SC C * EX  Whenever any other creature comes into play, gain 1 life, 1/1.	my anims
Spirit en-Kor SC C ···· SH  Rlying, Redirect 1 damage from Spirit to a creature you control, 2/2.  Spirit Link EC U ···· * LG,4th,5th	it back in
Gain 1 life for every point of damage done by target creature.  Spirit Mirror  EN R ••• TM	10 100
Dunng your upkeep, if there are no Reflection tokens in play, put a 2/2 white Reflection token into play. D: Destroy target Reflection	Village so Base effe
Standing Troops SC C ** EX  Attacking does not cause Standing Troops to tap. 1/4	Anna after
Staunch Defenders SC U ··· S** TM When Staunch Defenders comes into play, gain 4 life. 3/4. Sustainer of the Realm SC U ··· S** UL	Bettomiess Va Comes into pl
Rying, Whenever Sustainar blocks, it gets +0/+2 until end of turn. 2/3,  Talon Silver and Social Soc	Remove any r <b>Brushland</b>
Temper INS U ••• SH	
way, par a +1/+1 counter on that oreating	Comes .nto pl
Tragic Poet SC C ** UL Sacrifice: Return target enchantment card from your graveyard to hand, 1/1.  Treasure Hunter SC U ** EX	Cinder Marsh
When Hunter comes into play, return an artifact from your graveyard to hand, 2/2, :  Truce INS R ••   HL.5th	City of Brass
Each player may draw up to two cards or gain 2 life for each card they don't draw.  Tundra Wolves SC C *** LG,4th,5th	
First strike 1/1.  Venerable Monk SC C •• SH  When Venerable Monk comes into play, gain 2 life, 2/2.	PL 1911 Bill
Writen veneration work cornes into pray, gain 2 line, 272.  Voice of Grace SC U \$\infty\$ 1.UZ  Flying, protection from black, 2/2.	Dwarven Hold Comes into pl
Voice of Law SC U ••• W UZ Flying, protection from red, 2/2,	DMStabl Linus
Wall of Essence SC U ◆★ SH For each 1 combat damage dealt to Wall of Essence, gain 1 life. D/4.	Comes into pi Ruins: Add <b>4</b> <b>Ebon Strongho</b>
Wall of Nets  SC R  At end of combat, remove from game all creatures blocked by Wall. If Wall leaves  rest, return all removed creatures to the name 0.77	Cornes into p Stronghold: A
piay, return all removed creatures to the game. D/7.  Wall of Swards SC U •••  LU,R.4th.5th  Flying. 3/5	Faerie Conclav Comes into p
Warmth EN U ••• ∰  Whenever target opponent successfully casts a red spell, gain 2 life.	becomes a 2 counts as a b
Warrior Angel SC R ••• SH  Flying. For each 1 damage Warrior Angel deals, gain 1 life. 3/4.	Forbidding Wa Comes nto pl becomes a 17
Warrior en-Kor SC U → SH  SRedirect 1 damage from Warrior en-Kor to a creature you control. 2/2.	Gaea's Cradie

NAME	KIND	CR	RATING	COST	SETS FOL	IND
Waylay Put three 2/2 white Knigh	INS t tokens	U into p	uay, Remo	<b>Ø ★</b> /e them fro	m game at end d	DZ of turn.
Welkin Hawk Flying, If Hawk is put into	SC	C	000	争争		EX :
a Welkin Hawk card and White Knight	put it in SC	to you	r hand. 1/	**	LUR4	
Protection from black, firs Winds of Rath			***	***	Maji 4	
Destroy all creatures with	NO 600	hantm	ents on th	em. Those	creatures cannot	
regenerated this turn. Worship	EN	R	-16-1	**	and and annual of the	UZ
Damage that would raduc you control a creature.			al to iess t	nan i insie	au regulces il lu	71
Worthy Cause Buyback . Sacrifice a			Itfe equal	to the crea	ture's toughness	TM :
Wrath of God  Bury all creatures in play.	INS	R	*****	造半米	LU,R	4th,5th
Vouthful Knight First strike 2/1	SC	C	**	*		SH
Zealots en-Dal During your upkeep, if all	SC nonland	nerm:	anents you	®# control are	white pain 1 life	EX :
	nongas o	point	2.01.02 yez			
Adarkar Wastes	LAN	R	4000			IA.5th
Add  to your man	a pool	@: A	dd 🏶 to	your mana		dam-
age. Add to your Ancient Tomb	LAN	U			mana to unu	TM :
<ul> <li>Add two colorless n</li> <li>Blasted Landscape</li> </ul>	LAN	IJ				UZ 🖁
Add one colorless m	ana to y	מו זעסי	ana pool. 1	Lycaing 👼		IA.5th IA.5th UZ
CTL		1	1			
2101	V		-		7	
						A. C.
Trespo Income	Villa	0.5				200
				4		
			1			
			into play			
SE STORE SHE	12 5 981		ia to suu	rhana		
4 R: Tree creature to This crea	citk tra ture sti	engle if con	unui end ms as s la	of surn. and		
		- CONT. Date:				
			are value			
My oppone	nt in	et i	used S	lick Ar	d Tired o	
my animated Tr Can I then reus	eeto	ap t	illage	, givîn	g it -1/-	
it back into a 3/				MI MUIII	ty, turnin	
It won't wo	rk. I	he	anima	tion at	ility of th	
Village sets has	58 pc	DWE	r and	tough	ness only	
Base effects are		Line	THE R	invest a	Danuari	
Bettomless Vault	LAN	R	**			FE.5th
Comes into play tapped.	You ma	y leave	Vault tap	ped to put		
Remove any number of of Brushland	LAN	R	2000		r mann nani sud	IA,5th
: Add 1 colorless mar 1 damage: : Add :	to your	mana	pool and t	ake 1 dama	i mana pour ano ige.	
Caldera Lake Comes .nto play tapped.	LAN	d one	coradess r	nana to you	r mana pool @	iM e: Add
or to your mana Cinder Marsh	LAN	U	***			TM
<ul> <li>Add one colorless m pool Cinder Marsh does</li> </ul>					hase.	
City of Brass  Add 1 mana of any	LAN color Ta	R ake 1	damage w	henever Cit		CH,5th
City of Traitors If you play a land, sacrift	LAN	R				DOOL .
Drifting Meadow Comes into play tapped,	LAN	C	***			ÜZ
Dwarven Hold Comes into play tapped.	LAN	R	49			FE,5th
Remove any number of o	ounters	, addir	ig 🍅 far i			FE,5th
Dwarven Ruins Comes into play tapped.		d 🍅 i		na pool. 🎕		
Ruins: Add  to you  Eben Stronghold	LAN	IJ	***			FE,5th
Comes into play tapped. Stronghold: Add 🏶 🏶 t	o your r	папа (	apol.	iia pooi. <b>4</b>	e, Sacrifica Ebor	
Faerie Conclave	LAN	U	***	na peo. 🎕	: Conclave	UL
Comes into pray tapped becomes a 2/1 blue crea counts as a land,	ature wi	th flyic	ng until en	d of turn. T	his creature still	
Forbidding Watchtower	LAN Adr	<u>ا</u> انده ا	ooo n voar mai	12 [100] æ	Watehtowa	UL
Comes nto play tapped. becomes a 1/5 white cre	ature ui	ntil en	d of turn. T	his creatur	e still counts as	UL UL a land. UZ
Gaea's Cradic  Ado to your man	LAN 12 pcol 1			yeu contro	. /.lc	UZ
						- !
ere with	-	-	1		ATA	

:	NAME KIND CR RATING COST SETS FOUND
	Chity Engament M I see
0.000	Comes into play tapped. 🏶: Add 🌑 to your mana pool, 🕸 🖜 Encampment
:	becomes a 2/1 red creature with first strike until end of turn.  Shost Tewn LAN U •• TM
	: Add one colorless mana to your mana pool. : Return Ghost Town to
1	owner's hand. Use this ability only during another player's turn.  Havenwood Battleground LAN U ••• FE.5th
:	Comes into play tapped 👁 Add 👁 to your mana pool, 👁, Sacrifice Havenwood
1	Battleground: Add •• to your mana peel.  Hollow Trass LAN R •- FE,5th
1	Hollow Trees LAN R •= FE,5th  Comes into play tapped. You may leave Trees tapped to put a counter on it.
	Remove any number of counters, adding 🌑 for each one.
:	Icatian Store  LAN R •• FE,5th Comes into play tapped. You may leave Store tapped to put a counter on it. ••:
i	Remove any number of counters, adding 🗰 for each one.
ì	You may choose not to untap los Flos. Tap a non-flying attacking creature.
į	That creature doesn't untap as long as lee Floe's tapped.
i	Karplusan Forest LAN R IA5th
i	* Add * to your mana pool * Add • to your mana pool and take 1 damage. Add • to your mana pool and take 1 damage.
:	Maze of Shadows LAN L TM
-	: Add one colorless mana to your mana pool.  : Untap target attacking creature with shadow. That creature neither deals nor receives combat damage.
:	Mogg Hollows LAN U *** TM
i	. Add one colorless mana to your mana pool Add . or . to your mana pool. Mogg Hollows does not untap during your next untap phase
:	Phyrexian Tower LAN R • UZ
i	Add one co orless mana to your mana pool, Sacrifice a creature: Add
9 4 9 9	Pine Barrens LAN R ••• TM
2998	Comes into play tapped Add one coloriess mana to your mana gool Add
***	or to your mana pool. Pine Barrens deals 1 damage to you.  Polluted Mire LAN C ••• UZ
:	Comes into play tapped. 🐠: Add 🏶 to your mana pool. Cycling 🍩
:	Reflecting Pool  LAN R ••• TM  Add to your pool 1 mana of any type that any land you control can produce.
	Remeta isia LAN C UZ
	Comes into play tapped.
-	Routwater Depths LAN U TM  Add one colorless mana to your mana pool. : Add on or to your mana
-	pool Rootwater Depths does not untap during your next untap phase.
*	Ruins of Trokair  LAN U ••• FE.5th  Comes into play tapped. •: Add • to your mana pool. •. Sacrifice Ruins of
::	Troka r: Add 🗰 🏶 to your mana pool:
	Salt Flets LAN R TM Comes into play tappad. : Add one colorless mana to your mana pool. : Add
:	or * to your mana pool. Salt Flats deals 1 damage to you.
	Sand Silvs LAN R •• FE.5th
	Comes into play tapped. You may leave Silos tapped to put a counter on it. :  Remove any number of counters, adding : for each one.
***	Scabland LAN R *** TM
	Comes nto play tapped. S: Add one colorless mana to your mana pool. Add or to your mana pool Scabland deals 1 damage to you.
:	Serra's Sanctum LAN R *** UZ
	★: Add ★ to your mana pool for each enchantment you control. Shivan Gorge LAN R • UZ
:	Add one coloriess mana to your mana pool Gorge deals 1 dam-
:	age to each of your opponents.  Skysbroud Forest LAN R *** TM
:	Skyshroud Forest LAN R ••• IM Comes into p:ay tapped Add one colorless mana to your mana pool Add
	no or to your mana pool. Forest deals 1 damage to you
i	Slippery Karst LAN C UZ Comes into play tapped. S: Aud S to your mana pool. Cycling
i	Smoldering Crater LAN C ••• UZ
:	Comes into play tapped : Add to your mana pool. Cycling .  Spawning Pool LAN U UL
1	Comes into play tapped : Add to your mana pool. : Pool becomes a
	1/1 back creature with ** Regenerate" until end of turn.  Stalking Stones LAN U •• TM
:	Add one colorless mana to your mana pool. Stalking Stones becomes a
	3/3 artifact creature permanently.  Sulfureus Springs LAN R •••• IA.5th
	. Add to your mana pool. : Add to your mana pool and take 1 dam-
	age. 🏶 Add 🌑 to your mana pool and take 1 damage.
****	Svyalunite Temple LAN U ••• FE,5th Comes into play tapped. •: Add • to your mana pool. •. Sacrifice Svyelunite
	Temple Add 🌑 🌑 to your mana pool.
****	Thalakes Lowlands LAN U ••• TM  •: Add one colorless mana to your mana pool. •: Add • or • to your mana
:	pool. Does not untap during your next untap phase.
1	Three Quarry  LAN R •••  At the end of each turn if you control no creatures, sacrifice Thran Quarry
i	And one mana of any color to your mana pool.
i	Telarian Academy LAN R •••• UZ  S: Add So to your mana pool for each artifact you control. Banned!
:	Treetop Village LAN U *** UL
i	Comes into play tapped. 🏶. Add 🏶 to your mana pool. 🏶 🗣: Village becomes a
:	3/3 green creature with trample until end of turn. This preature still counts as a land.  Underground River LAN & •••• IA.5th
	. Add 1 to your mana pool Add to your mana pool and take 1 dam-
2002	age. ◆ Add ◆ to your mana pool and take 1 damage.  Urza's Mine LAN C • AQ,CH,5th
	Add  to your mana pool. If you have Urza's Mine, Tower and Power Plant
	in play at the same time, tap to add <b>t</b> t your mana pool. <b>Urze's Power Plant</b> LAN C •• AQ,CH,5th
	Add * to your mana pool If you have Urza's Mine, Tower and Power Plant
:	in play at the same time tap to add 🐲 to your mana pool.
***	Urza's Tower  AN C → AQ.CH 5th  C → AQ.CH 5th  AQ.CH 5th  AQ.CH 5th  AQ.CH 5th  AQ.CH 5th
:	in play at the same time tap to add 🐠 to your mana pool
	Vec Township LAN U ••• TM  → : Add one colorless mana to your mana pool. → : Add → or → to your mana
	pool. Vec Township does not untap during your next untap phase.
:	Volrath's Stronghold LAN R ••• SH  SH  And one coloriess mana to your mana pool, SA, SA, Put target creature
****	card from your graveyard on top of your library.
	Wasteland LAN U •••• TM  →: Add one colorless mana to your mana pool, →. Sacrifice Wasteland; Destroy
ž.	Transfer of the control of the contr

MAGIC FACT Righteous Avengers is the only creature with plainswalk as its standard ability, making Sreat Wall an incredibly sought-after card.

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

 ⊕ ARTIFACT 
 ● BLACK 
 ● BLUE 
 ● GOLD 
 ● GREEN 
 ● RED 
 ○ WHITE 
 ● LAND Summon Creature EA **Enchant Artifact EN** Enchantment INT Interrupt ART Artifact AC Artifact Creature CR Current Rarity EC Enchant Creature
EL Enchant Land EW Enchant World INS Instant LL Legendary Land MS Mana Source SL Summon Legend SOR Sorcery

## Pokémon Trading Card Game



Starting as a tiny blip on the CCG radar back in the late fall of 1998, the Pokémon Trading Card Game rolled into game stores this winter like a "Deep Impact" tsunami, leaving gamer veteran and newbie alike gasping for more boosters. It shouldn't have been a surprise. In Japan, "Pokémon" amassed \$4 billion in just one year by selling 400 million CCG cards, one million music CDs, and gajillions of Gameboy cartridges, plush toys and other goodies. Nintendo showered fans with great promo cards in the Japanese gaming magazines, ranging from fun cards like surfboarding Pikachus to tournament killers like a monstrous pokémon which smites the opposition for 200 points

of damage! Hopefully, these promos will make their way into the U.S. as well.

TYPE ENERGY HP WEAK RES RET CR POKEMON **3**0 Rasic Psyshock Does 10 damage. Flip a coin. If heads, the Defending Pokémon is now Paralyzed Stage 2 **80** Evolves from Kadabra, Pokémon Power: Damage Swap, As often as you like during your turn (before you attack), you may move 1 damage counter from 1 Pokémon to another as long as you don't Knock Out that Pokémon. This power can't be used if Alakazam is Asieep, Confused, or Paralyzed. Confuse Ray, Does 30 damage, Flip a coin, If heads, the Defending Pokémon is now Confused. Stage 1 **3** 100 **3** Evolves from Growlithe Flamethrower, Does 50 damage, Discard 1 Energy card attached to Arcanine in order to use this attack. Take Down Does 80 damage. Arcarvne takes 30 damage. Beedrill Stage 2 . 80

Stage 2 Poison Storie Language times the number of heads Poison Stories 100 damage times the number of heads Poison Stories 100 Blastoise Stage 2 100 Poison Stories 100 Poison Ran Dance As often as you like during your turn (nefore your attack), you may attach 1 Poison Energy card on 1 of your Pokimon. (This doesn't use up your 1 Energy card attachment for the turn.) This power can't be used if Blastoise is Asleep Confused, or Para yzed Poison Stories 100 Poison St

Evolves from Kakuna. Twineedle. Flip 2 coins. This attack does

Lecen Seed. Does 20 damage, Unless all damage from this attack is prevented, you may remove 1 damage counter from Bulbasaur.

Caterpile

String Shot. Does 10 damage, Filip a coin. If heads, the Defending

Pokémon is now Paralyzed

Anansey
Basic
120
R

Basic
120
R

duning your opponent's next turn
Chansey duning your opponent's next turn
Chansey does 80 damage to itself.

Charizard Stage 2 120 R
Evolves from Charmelson, Pokémon Power Energy Burn. As often as you like during your turn (before you attack) you may turn all Energy attached to Charizard into Fire Energy cards for the rest of the turn. This power can't be used if Charizard is Asleep. Confused, or Paralyzad.

order to use this attack.

Charmander Basic 50 C C

Scratch. Does 10 damage. SE Ember. Does 30 damage. Discard 1

Finergy card attacned to Charmanoer in order to use this attack.

Charmeleon Stage 1 80 S U

Evolves from Charmander Saksh. Does 30 damage.

SA Plamethrower. Does 50 damage. Discard 1 Energy card attached to Charmeleon in order to use this attack.

efairy

Sing, Filip a coin. H heads, the Defanding Pokémon is now Asleep,

Metrognome. Cnoose 1 of the Defending Pokémon is now Asleep,

Metrognome copies that attack except for its Energy costs and anything
else required in order to use that attack, such as discarding Energy
cards. (No matter what type the Defending Pokémon is, Ciefairy's type is
still coloriess.)

Evoives from Seel. Aurora Beam. Does 50 damage. lce Beam Does 30 damage. Flip a coin. If heads, the Defending Pokémon is now Paralyzed **a** 30 P. Basin plett Basic SU Dies 10 damage. Mud Slap, Does 30 damage. Basic \* 50 Fury Attack, Flip 2 coins. This attack does 10 damage times the Stane 1 @ 80 Dragonair Evolves from Dratini Sam Slam, Flip two coins. This attack does 30 damage times the number of heads. Hyper Beam, Does 20 damage. If the Defending Pokémon has any Energy cards attached to it. choose 1 of them and discard it. Rasin: Pound, Does 10 damage. Basic Drowzee Pound, Does 10 damage. 🖦 Confuse Ray, Does 10 damage, Flip a coin. If heads, the Defending Pokémon is now Confused. Stage 1 • 70 Evolves from Diglett. Slash. Does 40 damage Earthquake Does 70 damage and does 10 damage to each of your own Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) 70 Flectrahuzz

Rectrabuzz Basic 70

Thundershock, Does 10 damage, Fl.p. a coin. If heads, the Defending Pokemon is now Paralyzed. №3 Thunderpunch. Flip. a coin. If heads, this attack does 30 damage plus 10 more damage; if tall is, this attack does 30 damage plus 10 damage to itself.

Evolves form Voltoch, Poklemon Power Buzzap, At any time during yat urn (before your attack), you may Knock Out Electrode and attach it to 1 of your other Poklemon. If you do, choose a type of Energy, Electrode is now an Energy card (instead of a Poklemon) that provides 2 energy of that type, You can't use this power if Electrode is Asleep, Confused or Paralyzed.

Farfetch'd Basic 50 U Besch Slap. Does 30 damage. Flip a coin. If talls, this attack dcas nothing. Either way you can't use this attack again as long as Farfetch'd stays in play (even putting Farfetch'd on the bench won't let you use it again).

Gasty Basic 30 C
Sleeping Gas Flip a colin If heads the Defending Pokémon is now
Asisep, 4-9 Destity Bond, Discard 1 Psychic Energy card attached to
Gastly in order to use this attack. If a Pokémon Knocks Out Gastly during
your opponent's next turn, Knock Out that Pokémon.

Growtithe Basic 60 U

Flare. Does 20 damage.

Evarados

Evolves from Magikarp.

Bubliebeam. Does 40 damage. Filip a coin. If neads, the

Defending Pokémon is now Paralyzed.

Stage 1 60

Evolves from Gastly Hypnosis. The Defending Pokémon is now
Asleep. Dream Eater. Does 50 damage. You can't use this attack
unless the Defending Pokémon is Asleep.

Hitmonchan Basic 70 \*\*

Jab, Does 20 damage. Special Punch. Does 40 damage.

NAME

TYPE ENERGY HP WEAK RES RET CR

Lyysaur

Stage 1 © 0 © U

Evolves from Bu basaur

Posonpowder Does 20 damage. The Defending Poxémon Is now Poisoned.

Jynx

Basic

70

Doubles ap. Flip 2 coins. This attack does 10 damage plims the number of heads.

Mediate. Does 20 damage plims to more damage for each damage counter on the Defending Poxémon.

Kadabra

Stage 1 © 0

Stage 1 U

Stage 1 Second 1 Psychic Energy card

attached to Kadabra in order to use this attack. Remove a. namage counters from Kadabra. Stage 1 Super Psy, Does 50 damage.

Kakuna Stage 1 60 Super Psy Does 50 damage.

Evolves from Weed e. Sa Stiffan. Fija a cein if heads, provent all damage done to Kakuna during your opponent's next turn. (Any other

effects of attacks still happen.) Poisonpowder. Does 20 damage. Filip a coin. If heads, the Defending Pokémon is now Poisoned.

Koffling 50 damage. Filip a coin. If heads, the Defending Pokémon is row Poisoneo; If tais, it is now Confused.

Machamp Stage 2 100 Stage R
Eviews from Machoke Pokémon Power Strikes Back. Whenever your opponent's attack damages Machamp (seven if Machamp is Knocker)
Dut), this power does 10 damage to the attacking Pokémon. (Don't apply Weakness and Rasistance.) This power can't be used if Machamp is already Asleep. Confused, or Paralyzed when your opponent attacks Selemic Toss. Does 60 damage

Machoke

Evoyes from Machop, Stage 1 Arate Chop, Does 50 damage minus 0 damage for each damage counter on Machoke, Stages States on Does 60 damage Machoke does 20 damage to Itself.

Machop Basis 50

Machop Basis 50

Low Klox. Dess 20 damage 50

Maglikarp Basis 30

Salake. Does 10 damage Fall Does 10 damage times the number of damage counters on Maglikarp.

Magmar Basic 50

Fire Punch. Does 30 damage. Flamethrower Does 50 damage. Discard 1. Energy card attached to Magmar In order to use this attack.

Magnemite Basic 40 © C
Thunder Wave Does 10 damage Flip a coin. If heads, the Defending
Pokémon is new Paralyzed 30 Selfdestruct Does 40 damage. Does
10 damage to each Pokémon on each payers Bench (Don't apply
Weakness and Resistance for Benched Pokémon.) Magnemite does 40
damage to Itself.

Magneton

Stage 1 60 R

Evolves from Magnemite. Rinkinder Wave. Does 30 damage. Flip
a coin, if heads, the Defending Pokémon is now paralyzeo.

Se fidestruct. Does 80 damage and does 20 damage to each
Pokémon on each player's bench. (Don't apply Weakness and Resistance
for the Benchen Pokémon.) Magneton does 80 damage to itself

Pokemen M. S. @ Nintendo. Wizerds of the Coust is an authorized user.

The spanish of the first tree of the state o		
Mewtwo Basic 60 60	Venusaur Stage 2 🏚 100 🐞 🖼 R	Lass
Psychic, Does 10 damage plus 10 more damage for each Energy	Evolves from Ivysaur. Pokemon Power: Energy Trans. As often as you like	You and your opponent show each other your hands, then shuffle al
card attached to the Defending Pokemon.  Barrier, Discard 1	during your turn (before your attack), you may take 1 🗥 Energy card	Trainer cards from your hands into your decks.
Energy card attached to Mewboo in order to prevent all effects of	attached to 1 of your Pokémon and attach it to a different one This	Maintenance
attacks, including damage, done to Mewtwo during your opponent's next	power can't be used if Venusaur is Asleep, Confused, or Paralyzed.	Shuffle 2 of the other cards from your hand into your deck in order to
turn.	Veltarh Basic 40	draw a card. PlusPower
Nidoking Stage 2 90 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4	. Interes	Attach PlusPower to your Active Poxemon At the end of your turn,
Evolves from Nidorino  Pip a coin. If heads, this attack does 30	Tackle. Does 10 damage.	
damage plus 10 more damage; If tails, this attack does 30 damage plus	Vulpix Basic 50 C C Confuse Ray, Does 10 damage. Fip a coin If heads, the Defending	discard PlusPower, If this Pokemon's attack does damage to the Defending Pokemon (after applying Weakness and Resistance), the
Nidoking does 10 damage to Itself. Toxic. Does 20 damage.	College to pay September 10 partiage. Fig. a college the beauts, the detentions	attack does 10 more damage to the Defending Pokémon
Defending Pokémon is now Poisoned. It now takes 20 Poison damage	Pokémon is now Canfused  Wartortle Stage 1  70  4	Pokédex
instead of 10 after each player's turn (even If it was already Poisoned).  Nidering Stane 1 60 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1		Look at up to 5 cards from the top of your deck and rearrange them as
	damage done to Wartortle during your opponent's next turn.	YOU IKB
Evioves from Nidoran (1994) Double Kick, Flip 2 coins. This attack does 30 damage times the number of heads. (1994) Horn Drill Doe		Pokémon Breeder
50 damage times the namber of fleates.	Weedle Basic 40 & C	Put a Stage 2 evolution card from your hand on the matching basic
		Pokémon, You can only play this card when you would be a owed to
	Pokémon is now Poisoned.	evolve that Pokémon anyway
Evolves from Vulpix. ************************************	Zandos Basic 90	Pokémon Center
Pokemon, choose 1 of them and switch it with his or her active	Thunder, Does 60 darnage. Filip a coin If tails, Zapdos does	Remove all damage counters from all of your Poxémon with damige
Pokémon. Pire Blast. Does 80 damage. Discard 1 & Energy	3D damage to itself.	counters then discard all Energy cards attached to those Pokémon.
card attached to Ninetales in order to use this attack.  Nirodan Basic 40 40 1	JU Balliage ID Room.	boditara (tan diabaro da Estargy caras attaches to timos ranostori.
Nirodan Basic 40 40 G Horn Hazard. Does 30 damage, Flip a coin. If tails, this attack does		
	POKEMON DI	CCECTED
nothing.  Onix Basic 90	PUREIVIUIN DI	33EC IED
Rock Throw. Does 10 damage. Harden. During your opponent's	BACK TO BASICS	
next turn, whenever 30 or less damage is done to Onix) after applying Weakness and Resistance), prevent that damage. (Any other effects of	ment hand a land web to hand and and	
attacks still happen.)	So you're trying to decide	
Pidgetto Stage 1 @ 60 @ @ F		
Evolves from Pidgey. Whirlwind. Does 20 damage. If your opponen	which basic pokémon to	60-70 HP
has any Benched Pokémon, he or she chooses 1 of them and switches		15%
with the Defending Pokemon. (Do the damage before switching the	are 39 different ones, so	50 HP
Pokémon.) Mirror Move. If Pedgetto was attacked last turn, do	which should you pick?	
the final result of that attack on Pidgetto to the Defending Pokémon.	· 103	
Pidgey Basic 40 40 6 6 6 6	Depends on what you're	8%
Whirlwind, Does 10 damage. If your opponent has any Benched	looking for, but if it's	
Pokémon, he or she chooses 1 of them and switches it with the	defense you want, your	
Defending Pokérnon. (Do the damage before switching the Pokérnon.)	options are limited. Most of	
Pikachu Basic 40 6		30 HP
Gnaw. Does 10 damage. Does 30 damage. Flip a coin. If tails,	the basic pokemon (34%)	15%
Pikachu does 10 damage to itself.	have 40 hit points or less	40 HP
Poliwag Basic 40 a 3	and only three have 90 hit	
Water Gun. Does 10 damage plus 10 more damage for each @	points or more: Zapdos and	39%
Energy attached to Poliwag, but not used to pay for this attack's cost.		
Extra  Exergy after the 2nd don't count.	Onix both have 90 and	
Poliwhirl Stage 1 @ 60 @ l	Chansey is the largest, able	
Evolves from Poliwag. (a) Amnesia. Choose 1 of the Defending	to withstand a whopping	
Pokémon's attacks. That Pokémon can't use that attack during your	120 points of damage	
opponent's next turn. Doubleslap Filp 2 coins This attack does	120 points of damage.	
opponent's next turn.  Doubleslap Flip 2 coins This attack does 30 damage times the number of heads.	120 points of damage.	
opponent's next turn.	120 points of damage.	
opponent's next turn.  Dubleslap Flip 2 coins This attack does 30 damage times the number of heads.  Poliwrath Stage 2 90 Frobes from Poliwhill Stage 2. 90 Forbes from Poliwhill Stage St	120 points of damage.	
opponent's next turn.  Dubleslap Flip 2 coins This attack does 30 damage times the number of heads.  Poliwrath Stage 2 90  Fixed Fixed Stage 2 Follows from Poliwhirl Fixed Stage St	120 points of damage.	Pokémon Fluta
opponent's next turn.	. The state of the	Choose 1 Basic Pokémon card from your opponent's discard pile and pi
opponent's next turn.  Dubbleslap Filip 2 coins This attack does 30 damage times the number of heads.  30 damage times the number of heads.  30 damage times the number of heads.  Stage 2 9 90	TRAINERS	Chaose 1 Basic Pokémon card from your opponents discard pile and pi it onto his or her Bench. (You can't play Pokémon Fluta if your
opponent's next turn.  Doubleslap Filip 2 coins This attack does 30 damage times the number of heads.  Poliwrath Stage 2 90 10 10 10 10 10 10 10 10 10 10 10 10 10	TRAINERS	Choose 1 Basic Pokémon card from your opponents discard pile and pile it onto his or her Beneh. (You can't play Pokémon Flute If your opponent's Bench is fu .)
opponent's next turn.	TRAINERS Bill C	Chaose 1 Basic Pokémon card from your opponents discard pile and pile from hijs or her Berch. (You can't play Pokémon Flute if your opponent's Bench is full.)  Pokémon Trader
opponent's next turn. Doubleslap Filip 2 coins This attack does 30 damage times the number of heads.  Poliwrath Stage 2 90  Evolves from Pollwhirl Water Gun. Does 30 damage plus 10 more damage for each Water Energy attached to Pollwrath but not used to pay for this attack's Energy cost. Extra Water Energy after the 2nd doesn't count. White Poliwrath but not used to pay for this attack's Energy cards attached to it, choose 1 of them and discard it.  Ponyta Basic 40	TRAINERS Bill C Draw 2 cards. Clefairy Doll R	Choose 1 Basic Pokémon card from your opponents discard pile and pile from his or her Bench. (You can't play Pokémon Flute if your opponent's Bench is full.)  Pokémon Trader  Trade 1 Basic Pokémon or Evolution card in your hand for 1 Basic
opponent's next turn. Doubleslap Filp 2 coins This attack does 30 damage times the number of heads.  Poliwrath Stage 2 90 100 100 100 100 100 100 100 100 100	TRAINERS Bill C Draw 2 cards. Clefatry Doll R Play Clefatry Doll as if it were a Basic Pokémon. While in play, Clefatry	Choose 1 Basic Pickémon card from your opponents dissard pile and pile torto his or her Berch. (You can't play Pokémon Flute if your opponent's Bench is file.).  Pokémon Trader Trade 1 Basic Pokémon or Evolution card in your hand for 1 Basic Pokémon or Evolution card in your hand for 1 Basic
opponent's next turn. Doubleslap Filip 2 coins This attack does 30 damage times the number of heads.  Polivrath Stage 2 90  Evolves from Polivrium Water Gun. Does 30 damage plus 10 more damage for each Water Energy attached to Polivrot inst attack's Foregy cost Livra Water Energy after the 2nd doesn't count. Foregrey than the Polivrium Pokémon has any Energy cards attached to 11, choose 1 of them and dissand it.  Ponyta Basic 40  Smash Kick Does 20 damage. Filame Tail. Does 30 damage Porygon Basic 30	TRAINERS  BIII C  Draw 2 cards.  Clefairy Doll  Play Clefairy Doll as if it were a Basic Pokémon. While in play, Clefairy Doll is ounts as a Pokémon (instead of a Trainer card). Clefairy Doll has	Chaose 1 Basic Pokémon card from your opponents discard pile and pit in that his or he Berch. (You can't play Pokémon Flute if your opponent's Bench is fiul.)  Pokémon Trader  Trade 1 Basic Pokémon or Evolution card in your hand for 1 Basic Pokémon or Evolution card from your deck. Show to your opponent  Potion
opponent's next turn.  Doubleslap Filip 2 coins This attack does 30 damage times the number of heads.  Poliwrath Stage 2 90  Evolves from Pollwhirl Water Gun. Does 30 damage plus 10 more damage for each Water Energy attached to Pollwrath but not used to pay for this attack's Energy cost Extra Water Energy after the 2nd doesn't count.  Stage 2 with plant of the Stage 2 with plant of the Polkman has any Energy cards attached to it, choose 1 of them and discard it.  Ponyta Basic 40  Ponytan Basic 30  Conversion 1 if the Defending Pokémon has a Weakness, you may	TRAINERS  Bill C  Draw 2 cards.  Cletairy Doll R  Play Clefairy Doll as if it were a Basic Pokémon. While in play, Clefairy Doll counts as a Pokémon (Instead of a Trainer card). Clefairy Doll nas no attacks, can't retreat, and can't be Aseep, Confi.sed, Paralyzed. or	Chaose 1 Basic Pokémon card from your opponent's discard pile and pile from his or her Berch. (You can't play Pokémon Flute if you'r opponent's Bench is full.)  Pokémon Trader  Trade 1 Basic Pokémon or Evolution card in your hand for 1 Basic Pokémon or Evolution card from your deck. Show to your opponent Potion  Remove up to 2 damage counters from 1 of your Pokémon.
opponent's next turn. Doubleslap Filip 2 coins This attack does 30 damage times the number of heads.  Poliwrath Stage 2 90 Evides from Poliwhirl Barge 2 90 Ferobes from Poliwhirl Barge 30 Ferope 2 90 Ferope 30 damage plus 10 more damage for each Water Energy attached to Poliwrath but not used to pay for this attack's Energy cards attached to it, choose 1 of them and discard it.  Ponyta Basic 40 Ferope 30 damage Forygon Basic 30 Ferope 30 damage Forygon Basic 30 Ferope 30 damage Forygon Basic 30 Ferope 30 damage Forygon Basic 40 Ferope 30 damage Forygon Basic 30 Ferope 30 damage 50 damage 50 damage 60 dama	TRAINERS Bill C Draw 2 cards. Clefairy Doll R Play Clefairy Doll as if it were a Basic Pokémon. While in play, Clefairy Doll counts as a Pokémon (instead of a Trainer card). Clefairy Doll nas no attacks, can't retreat, and can't be Aseep, Confl.sed. Paralyzed. or Possoneo, if Clefairy Doll is Knocked Dut, it doesn't count as a Knocked	Choose 1 Basic Pickémon card from your opponents dissard pile and pit tomb his or her Berch. (You can't play Pickémon Fluts if your opponent's Bench is fluil.)  Pokémon Trader  Trade 1 Basic Pickémon or Evolution card in your hand for 1 Basic Pickémon or Evolution card from your deck. Show to your opponent Potion  Remove up to 2 damage counters from 1 of your Pickémon.  Professor Oak
opponent's next turn.	TRAINERS  Bill C  Draw 2 cards.  Clefatiry Doll R  Play Clefatiry Doll as if it were a Basic Pokémon. While in play, Clefatiry Doll rounts as a Pokémon (instead of a Trainer card). Clefatiry Doll nas no attacks, can't retreat, and can't be Aseep, Confused, Paralyzed, or Poisoneo. If Clefatiry Doll is Knocked Dut, it doesn't count as a Knocked Out Pokémon. At any time during your turn before your attack, you may	Choose 1 Basic Pokémon card from your opponents discard pile and pit torto his or he Berch. (You can't play Pokémon Flutte if your opponent's Bench is full.)  Pokémon Trader  Trade 1 Basic Pokémon or Evolution card in your hand for 1 Basic Pokémon or Evolution card from your deck. Show to your opponent Potion  Remove up to 2 damage counters from 1 of your Pokémon.  Professor Gak  Discard your hand, then draw 7 cards.
opponent's next turn.  Doubleslap Filip 2 coins This attack does 30 damage times the number of heads.  Poliwrath Stage 2 90  Evolves from Poliwhirl  Water Gun. Does 30 damage plus 10 more damage for each Water Genery attached to Poliwrath but not used to pay for this attack's Foregy cost. Krat Water Energy after the 2nd doesn't count.  Whirlpool. Does 40 damage, if the Defending Pokémon has any Energy cards attached to it, choose 1 of them and discard it.  Ponyta Basic 40  Conversion 1 lif the Defending Pokémon has a Weakness, you may change it to a type of your choice other than Colorless  Conversion 2. Change Porygon's Resistance to your choice other than Colorless.  Raichu 810	TRAINERS  Bill C Draw 2 cards.  Clefairy Doll  Play Clefairy Doll as if it were a Basic Pokémon. While in play. Clefairy Doll counts as a Pokémon (instead of a Trainer card). Clefairy Doll has no attacks, can't retreat, and can't be Aseep, Confused. Paralyzed. or Poisoneo. If Clefairy Doll is Knocked Out, it doesn't count as a Knocked Out Pokémon. At any time during your turn before your attack, you may diseard Clefairy Dol.	Choose 1 Basic Pickémon card from your opponents dissard pile and pit tomb his or her Berch. (You can't play Pickémon Fluts if your opponent's Bench is fluil.)  Pokémon Trader  Trade 1 Basic Pickémon or Evolution card in your hand for 1 Basic Pickémon or Evolution card from your deck. Show to your opponent Potion  Remove up to 2 damage counters from 1 of your Pickémon.  Professor Oak
opponent's next turn.  Doubleslap Filip 2 coins This attack does 30 damage times the number of heads.  Poliwrath Stage 2 90  Teve Stage 2 90	TRAINERS  Bill C  Draw 2 cards.  Clefatiry Doll R  Play Clefatiry Doll as if it were a Basic Pokémon. While in play, Clefatiry Doll rounts as a Pokémon (instead of a Trainer card). Clefatiry Doll nas no attacks, can't retreat, and can't be Aseep, Confused, Paralyzed, or Poisoneo. If Clefatiry Doll is Knocked Dut, it doesn't count as a Knocked Out Pokémon. At any time during your turn before your attack, you may	Choose 1 Basic Pokémon card from your opponents discard pile and pit torto his or he Berch. (You can't play Pokémon Flutte if your opponent's Bench is foul.)  Pokémon Trader  Trade 1 Basic Pokémon or Evolution card in your hand for 1 Basic Pokémon or Evolution card from your deck. Show to your opponent Potion  Remove up to 2 damage counters from 1 of your Pokémon.  PProfessor Gak  Discard your hand, then draw 7 cards.  Revive  Put 1 Basic Pokémon card from your discard pile onto your Bench. Put damage counters on triat Pokémon equal to half its HP (rounced down
opponent's next turn.  Doubleslap Filip 2 coins This attack does 30 damage times the number of heads.  Poliwrath Stage 2 90  Evolves from Poliwhirl  Water Gun. Does 30 damage plus 10 more damage for each Water Genery attached to Poliwrath but not used to pay for this attack's Foregy cost. Krat Water Energy after the 2nd doesn't count.  Whirlpool. Does 40 damage, if the Defending Pokémon has any Energy cards attached to it, choose 1 of them and discard it.  Ponyta Basic 40  Conversion 1 lif the Defending Pokémon has a Weakness, you may change it to a type of your choice other than Colorless  Conversion 2. Change Porygon's Resistance to your choice other than Colorless.  Raichu 810	TRAINERS  Bill C  Draw 2 cards.  Clefairy Doll R  Play Clefairy Doll as if it were a Basic Pokémon. While in play, Clefairy Doll as on attacks, can't retract, and can't be Aseep, Confisad, Paralyzed, or Poisoneo, if Clefairy Doll is Knocked Out, it doesn't count as a Knocked Out Pokémon. At any time during your turn before your attack, you may diseard Oefairy Doll.  Computer Search  Discard 2 of the other cards from your hand in order to search your deck afterward dek for any card and put it into your hand Snuffle your deck afterward	Chaose 1 Basic Pokémon card from your opponents discard pile and pile fronto his or her Berch. (You can't play Pokémon Flute if your opponent's Bench is fivel.)  Pokémon Trader  Trade 1 Basic Pokémon or Evalution card in your hand for 1 Basic Pokémon or Evolution card from your deck. Show to your opponent Potion  Remove up to 2 damage counters from 1 of your Pokémon.  Professor Dak  Discard your hand, then draw 7 cards.  Revive  Put 1 Basic Pokémon card from your discard pile onto your Bench. Put damage counters on trad Pokémon equal to nalf its HP (rounded down to the nearest 10). (You can't pay Revive if your Bench is full.)
opponent's next turn.	TRAINERS  Bill C Draw 2 cards.  Clefairy Doll R Play Clefairy Doll as if it were a Basic Pokémon. While in play, Clefairy Doll counts as a Pokémon (instead of a Trainer card), Clefairy Doll has no attacks, can't retreat, and can't be Aseep, Conflued, Paralyzed, or Possnece. If Clefairy Doll is Knocked Dut, it doesn't count as a Knocked Out Pokémon. At any time during your turn before your attack, you may dissard Clefairy Doll.  Computer Search Discard 2 of the other cards from your hand in order to search your deck for any card and put it into your hand. Snuffle your deck afterward Defender. U	Choose 1 Basic Pokémon card from your opponents discard pile and pit tonto his or her bench. (You can't play Pokémon Flute if your opponent's Bench is fuel.)  Pokémon Trader  Trade 1 Basic Pokémon or Evolution card in your hand for 1 Basic Pokémon or Evolution card from your deck. Show to your opponent Potion  Remove up to 2 damage counters from 1 of your Pokémon.  Professor Oak  Discard your hand, then draw 7 cards.  Revive  Put 1 Basic Pokémon card from your discard pile onto your Bench. Put damage counters on that Pokémon equal to half its HP (rounced down to the nearest 10). (You can't pay Revive if your Bench is full.)  Scoop Up
opponent's next turn. Description of heads.  30 damage times the number of heads.  Polivrath Stage 2 90  Evolves from Polivkirl Stage 3 90  Evolves from Polivkirl Stage 4 90  Evolves from Polivkirl Stage 3 90  Evolves from Polivkirl Stage 4 90  Evolves from Polivkirl Stage 1 80  Evolves from Pikachu Stage 1 80  Evolves from Bachu Stage 1	TRAINERS  Bill C  Draw 2 cards.  Clefairy Doll R  Play Clefairy Doll as if it were a Basic Pokémon. While in play, Clefairy Doll incounts as a Pokémon (instead of a Trainer card), Clefairy Doll inso no attacks, can't retreat, and can't be Aseep, Comf.sed, Peralyzed, or Posoneo, if Clefairy Doll is Knocked Dut, it doesn't count as a Knocked Out Pokémon. At any time during your turn before your attack, you may discard Clefairy Doll.  Computer Search  Discard 2 of the other cards from your hand in order to search your deck for any card and put it into your hand Snuffle your deck afterward  Defender  Attach Defender to 1 of your Pokémon. At the end of your opponent's	Choose 1 Basic Pokémon card from your opponents discard pile and pit in that his or he Berch. (You can't play Pokémon Flutte if your opponent's Bench is full.)  Pokémon Trader  Trade 1 Basic Pokémon or Evolution card in your hand for 1 Basic Pokémon or Evolution card from your deck. Show to your opponent Potion  Remove up to 2 damage counters from 1 of your Pokémon.  Professor Gak  Discard your hand, then draw 7 cards.  Revive  Put 1 Basic Pokémon card from your discard pile onto your Bench. Put damage counters on that Pokémon equal to half its HP (rounced down to the nearest 10) (You can't pay Revive if your Bench is full.)  Scoop Up  Choose 1 of your own Pokémon in play and ratum its Basic Pokémon
opponent's next turn. Doubleslap Filip 2 coins This attack does 30 damage times the number of heads.  Polivrath Stage 2 90  Evolves from Polivritif Polivrath Stage 2 90  Evolves from Polivritif Polivritif Polivrath Stage 2 90  Evolves from Polivritif Po	TRAINERS  Bill Draw 2 cards.  Clefairy Doll R  Play Clefairy Doll as if it were a Basic Pokémon. While in play, Clefairy Doll as on attacks, can't retreat, and can't be Aseep, Confisad Paralyzed, or Poisoneo, if Clefairy Doll is Knocked Dut, it doesn't count as a Knocked Out Pokémon. At any time during your turn before your attack, you may discard Defairly Doll.  Computer Search  Discard 2 of the other cards from your hand in croer to search your deak for any card and put it into your hand Snuffle your deck afterward  Defender  Attach Defender to 1 of your Pokémon. At the end of your opponent's next turn, discard Defender Damage done to that Pokémon by attacks s	Choose 1 Basic Pokémon card from your opponents discard pile and pit in that his or he Berch. (You can't play Pokémon Flute if your opponent's Beach is fivil.)  Pokémon Trader  Trade 1 Basic Pokémon or Evolution card in your hand for 1 Basic Pokémon or Evolution card from your deck. Show to your opponent Potion  Remove up to 2 damage counters from 1 of your Pokémon.  Professor Oak Discard your hand, then draw 7 cards.  Revive  Put 1 Basic Pokémon card from your discard pile ordio your Bench. Put camage counters on that Pokémon equal to nalf its HP (rounded down to the nearest 10) (You card they averve if your Bench is full.)  Scoop Up Choose 1 of your own Pokémon in play and return its Basic Pokémon cards to your hand. (Discard all cards attached to that card.)
opponent's next turn.	TRAINERS  Bill Draw 2 cards.  Clefairy Doll R Play Clefairy Doll as if it were a Basic Pokémon. While in play, Clefairy Doll counts as a Pokémon (instead of a Trainer card). Clefairy Doll nos no attacks, can't retreat, and can't be Aseep, Confl.sed. Peralyzed. or Possonee. if Clefairy Doll is Knocked Dult, it doesn't count as a Knocked Out Pokémon. At any time during your turn before your attack, you may discard Clefairy Dol.  Computer Search Discard 2 of the other cards from your hand in order to search your deck for any card and put it into your hand. Shuffle your deck afterward  Defender  Attach Defender to 1 of your Pokémon. At the end of your opponent's next turn, discard Defender. Damage done to that Pokémon by attacks s reduced by 20 (after applying Weakness and Resistance).	Choose 1 Basic Pokémon card from your opponents diseard pile and pit norto his or her Berch. (You can't play Pokémon Flute if your opponent's Bench is full.)  Pokémon Trader  Trade 1 Basic Pokémon or Evolution card in your hand for 1 Basic Pokémon or Evolution card from your deck. Show to your opponent Potion  Remove up to 2 damage counters from 1 of your Pokémon.  Professor Dak  Dissard your hand, then draw 7 cards.  Revive  Put 1 Basic Pokémon card from your discard pile onto your Bench. Put damage counters on that Pokémon equal to half its HP (rounded down to the nearest 10) (You card pay Revive if your Bench is full.)  Scoop Up  Choose 1 of your own Pokémon in play and return its Basic Pokémon cards to your hand. (Discard all cards attached to that card.)  Super Energy Removal
opponent's next turn.	TRAINERS  Bill C Draw 2 cards.  Clefairy Doll R Play Clefairy Doll as if it were a Basic Pokémon. While In play, Clefairy Doll counts as a Pokémon (instead of a Trainer card), Clefairy Doll nas no attacks, can't retreat, and can't be Aseep, Comfaed, Paralyzed, or Possmeo, If Clefairy Doll is Knocked Dut, if doesn't count as a Knocked Dut Pokémon. At any time during your turn before your attack, you may dissard Clefairy Doll.  Computer Search Discard 2 of the other cards from your hand in order to search your deck for any card and put it into your hand Shuffle your deck afterward  Defender Attach Defender to 1 of your Pokémon. At the end of your opponent's next turn, discard Defender Damage done to that Pokémon by attacks s reduced by 20 (after applying Weakness and Res.stance).  Devolution Spray	Choose 1 Basic Pokémon card from your opponents discard pile and pit in this or he here. (You can't play Pokémon Flutte if your opponent's Bench is full.)  Pokémon Trader  Trade 1 Basic Pokémon or Evolution card in your hand for 1 Basic Pokémon or Evolution card from your deck. Show to your opponent Potion  Remove up to 2 damage counters from 1 of your Pokémon.  Professor Dak  Discard your hand, then draw 7 cards.  Revive  Put 1 Basic Pokémon card from your discard pile onto your Bench. Put damage counters on that Pokémon equal to half its HP (rounced down to the nearest 10) (You can't pay Revive if your Bench is full.)  Scoop Up  Choose 1 of your own Pokémon in play and ratum its Basic Pokémon cards to your hand. (Discard all cards attached to that card.)  Super Energy Removal  Discard 1 Energy card attached to 1 of your own Pokémon in crider to
opponent's next turn. Doubleslap Filip 2 coins This attack does 30 damage times the number of heads.  Poliwrath Stage 2 90  Evolves from Pollwhirl Doubleslap Filip 2 coins This attack does 30 damage times the number of heads.  Evolves from Pollwhirl Doubleslap Filip 2 coins This attack Stage 2 90  Evolves from Pollwhirl Doubleslap Filip 2 coins This attack Stage 2 90  Evolves from Pollwhirl Doubleslap Filip 2 coins This attack of the pay for the 2nd doesn't count. Filip 2 coins This attack Stage 3 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	TRAINERS  Bill Draw 2 cards.  Clefairy Doll R Play Clefairy Doll as if it were a Basic Pokémon. While in play, Clefairy Doll so, or attacks, can't retreat, and can't be Assepe, Donfusad Paralyzed, or Possmee, if Clefairy Doll is Knocked Out, it doesn't count as a Knocked Out Pokémon. At any time during your turn before your attack, you may discard Cefairy Dol.  Computer Search Discard 2 of the other cards from your hand in order to search your deck for any card and put it into your hand Snuffle your deck afterward  Defender  Attach Defender to 1 of your Pokémon. At the end of your opponent's next turn, discard Defender Damage done to that Pokémon by attacks s reduced by 20 (after applying Weakness and Resistance).  Devolution Spray Choose 1 of your own Pokémon in play and a Stage of Evolution Discard	Choose 1 Basic Pokémon card from your opponents discard pile and pit to the list of hereb. (You can't play Pokémon Flutte if your opponent's Beach is fivile.)  Pokémon Trader  Trade 1 Basic Pokémon or Evolution card in your hand for 1 Basic Pokémon or Evolution card from your deck. Show to your opponent Potion  Remove up to 2 damage counters from 1 of your Pokémon.  Professor Oak  Discard your hand, then draw 7 cards.  Revive  Put 1 Basic Pokémon card from your discard pile onto your Bench. Put damage counters on trad Pokémon equal to nalf its HP (rounced down to the nearest 10) (You card pay Revive if your Bench is full.)  Scoop Up  Choose 1 of your own Pokémon in play and return its Basic Pokémon cards to your hand. (Discard all cards attached to that card.)  Super Energy Removal  Discard 1 Energy card attached to 1 of your own Pokémon in order to choose 1 of your opponent's Pokémon and up to 2 Energy cards
opponent's next turn.	TRAINERS  Bill C  Draw 2 cards.  Clefairy Doll Play Clefairy Doll as if it were a Basic Pokémon. While in play, Clefairy Doll counts as a Pokémon (instead of a Trainer card). Clefairy Doll nos no attacks, can't retreat, and can't be Aseep, Confl.sed. Paralyzed. or Possoneo. If Clefairy Doll is Knocked Dult, it doesn't count as a Knocked Dult Pokémon. At any time during your turn before your attack, you may discard Clefairy Dol.  Computer Search Discard 2 of the other cards from your hand in order to search your deck for any card and put it into your hand. Snuffle your deck afterward Defender  Attach Defender to 1 of your Pokémon. At the end of your opponent's next turn, discard Defender Damage done to that Pokémon by attacks s reduced by 20 (after applying Weakness and Resistance).  Devolution Spray Choose 1 of your own Pokémon in play and a Stage of Evolution Discard all Evolution cards of that Stage or higher attached to that Pokémon all Evolution cards of that Stage or higher attached to treat Pokémon.	Choose 1 Basic Pokémon card from your opponents diseard pile and pit norto his or her Berch. (You can't play Pokémon Flute if your opponent's Bench is full.)  Pokémon Trader  Trade 1 Basic Pokémon or Evolution card in your hand for 1 Basic Pokémon or Evolution card in your hand for 1 Basic Pokémon or Evolution card from your deck. Show to your opponent Potion  Remove up to 2 damage counters from 1 of your Pokémon.  Professor Oak  Discard your hand, then draw 7 cards.  Revive  Put 1 Basic Pokémon card from your discard pile onto your Bench. Put damage counters on that Pokémon equal to half its HP (nounced down to the nearest 10) (You card pay Revive if your Bench is full.)  Scoop Up  Choose 1 of your own Pokémon in play and return its Basic Pokémon cards to your hand. (Discard all cards attached to that card.)  Super Energy Removal  Discard 1 Energy card attached to 1 of your own Pokémon in order to choose 1 of your opponent's Pokémon and up to 2 Energy cards attached to 1 to Discard those Energy cards.
opponent's next turn. Doubleslap Filip 2 coins This attack does 30 damage times the number of heads.  Polivrath Stage 2 90  Evolves from Polivrint Care Water Grun. Does 30 damage plus 10 more damage for each Water Grun. Does 30 damage plus 10 more damage for each Water Grun. Does 40 damage. If the Defending Pokémon has any Energy cards attached to Polivrath but not used doesn't count. She Whirlpool. Does 40 damage. If the Defending Pokémon has any Energy cards attached to it, choose 1 of them and dissard it.  Ponyta Basic 40  Smash Kick Does 70 damage. Filame Tail. Does 30 damage Porygon Basic 30  Conversion 1 If the Defending Pokémon has a Weakness, you may change It to a type of your cholice other than Colorless. Conversion 7. Change Porygon's Resistance to your choice other than Coorfess.  Raichu Basic 40  Evolves from Pikachu 40  Evolves from Rattata 40	TRAINERS  Bill C Draw 2 cards.  Clefairy Doll R Play Clefairy Doll as if it were a Basic Pokémon. While In play, Clefairy Doll counts as a Pokémon (instead of a Trainer card), Clefairy Doll nas no attacks, can't retreat, and can't be Aseep, Comfaed, Paralyzed, or Possmeo, If Clefairy Doll is Knocked Dut, it doesn't count as a Knocked Out Pokémon. At any time during your turn before your attack, you may discard Defairy Dol.  Computer Search Discard 2 of the other cards from your hand in order to search your deck for any card and put it into your hand Snuffle your deck afterward  Defender Attach Defender to 1 of your Pokémon. At the end of your opponent's next turn, discard Defender Damage done to that Pokémon by attacks s reduced by 20 (after applying Weakness and Resistance).  Devolution Spray Choose 1 of your own Pokémon in play and a Stage of Evolution Discard all Evolution cards of that Stage or higher attached to that Pokémon. That Pokémon is no onger Asleep, Confusee, Paralyzed, Posconed or	Choose 1 Basic Pokémon card from your opponents discard pile and pit in that his or he Berch. (You can't play Pokémon Flutte if your opponent's Bench is full.)  Pokémon Trader  Trade 1 Basic Pokémon or Evolution card in your hand for 1 Basic Pokémon or Evolution card from your deck. Show to your opponent Potion  Remove up to 2 damage counters from 1 of your Pokémon.  Professor Gak  Discard your hand, then draw 7 cards.  Revive  Put 1 Basic Pokémon card from your discard pile onto your Bench. Put damage counters on that Pokémon equal to half its HP (rounced down to the nearest 10) (You can't pay Revive if your Bench is full.)  Scoop Up  Choose 1 of your own Pokémon in play and return its Basic Pokémon card's to your hand. (Discard all cards attached to that card.)  Super Energy Removal  Discard 1 Energy cards  attached to it Discard those Energy cards.  Super Potion
opponent's next turn.    Substitute the number of heads.    Polivrath	TRAINERS  Bill Draw 2 cards.  Clefairy Doll R  Play Clefairy Doll as if it were a Basic Pokémon. While in play, Clefairy Doll as on attacks, can't retreat, and can't be Assep, Confusad Paralyzed, or Poisoneo, if Clefairy Doll is Knocked Dut, it doesn't count as a Knocked Out Pokémon. At any time during your turn before your attack, you may diseard Defairly Doll.  Computer Search  Discard 2 of the other cards from your hand in order to search your deak for any card and put it into your hand Snuffle your deck afterward Defender  Attach Defender to 1 of your Pokémon. At the end of your opponent's next turn, discard Defender Damage done to that Pokémon by attacks s reduced by 20 (after applying Weakness and Resistance).  Devolution Spray  Cnoose 1 of your own Pokémon in play and a Stage of Evolution Discard all Evolution cards of that Stage or higher attached to that Pokémon.  That Pokémon is no onger Asleep, Confuseo, Parayyed, Poisoned or anything else that might be the result of an attack (Just as if you had	Choose 1 Basic Pokémon card from your opponents diseard pile and pile torto his or her Berch. (You can't play Pokémon Flute if your opponent's Bench is file.)  Pokémon Trader  Trade 1 Basic Pokémon or Evolution card in your hand for 1 Basic Pokémon or Evolution card in your hand for 1 Basic Pokémon or Evolution card from your deck. Show to your opponent Potion  Remove up to 2 damage counters from 1 of your Pokémon.  Professor Oak  Discard your hand, then draw 7 cards.  Revive  Put 1 Basic Pokémon card from your discard pile onto your Bench. Put damage counters on trad Pokémon equal to half its HP (rounced down to the nearest 10) (You card to pay Revive if your Bench is full.)  Scoop Up  Choose 1 of your own Pokémon in play and return its Basic Pokémon cards to your hand. (Discard all cards attached to that card.)  Super Energy Removal  Discard 1 Energy card attached to 1 of your own Pokémon in order to choose 1 of your openent's Pokémon and up to 2 Energy cards attached to 1t. Discard those Energy cards.  Super Potion  Discard 1 Energy card attached to 1 of your own Pokémon in order to attached to 1t. Discard those Energy cards.
opponent's next turn. Description in leads.  Polivaráth Stage 2 90 Evolves from Polivhirl Basic Poléman has any Energy cards attached to Polivaráth but not used to pay for this attack's Foregy ostac Extra Water Energy attached to Polivaráth but not used to pay for this attack's Foregy cost. Extra Water Energy after the 2nd doesn't count.  "Basic 40 doesn't count."  "Basic 40 foregree 1 of them and discard it.  Punyta Basic 40 foregree 1 of them and discard it.  Punyta Basic 40 foregree 1 of them and discard it.  Punyta Basic 40 foregree 1 of them and discard it.  Punyta Basic 40 foregree 1 of them and discard it.  Punyta Basic 40 foregree 1 of them and discard it.  Punyta Basic 40 foregree 1 of them and content of the polyton of th	TRAINERS  Bill Craw 2 cards.  Clefairy Doll R R Play Clefairy Doll as if it were a Basic Pokémon. While in play, Clefairy Doll counts as a Pokémon (instead of a Trainer card). Clefairy Doll nos no attacks, can't retreat, and can't be Aseep, Confl.sed. Paralyzed. or Passinee. If Clefairy Doll is Knocked Dult, it doesn't count as a Knocked Out Pokémon. At any time during your turn before your attack, you may discard Clefairy Dol.  Computer Search Discard 2 of the other cards from your hand in order to search your deck for any card and put it into your hand. Shuffle your deck afterward  Defender  Attach Defender to 1 of your Pokémon. At the end of your opponent's next turn, discard Defender Damage done to that Pokémon by attacks s reduced by 20 (after applying Weakness and Resistance).  Devolution Spray  Choose 1 of your own Pokémon in play and a Stage of Evolution Discard all Evolution cards of that Stage or higher attached to that Pokémon. That Pokémon is no onger Asleep, Confuseo. Paralyzed, Poisoned or anything else that might be the result of an attack (just as if you had evolved it).	Choose 1 Basic Pokémon card from your opponents diseard pile and pit in this or her Berch. (You can't play Pokémon Flutte if your opponent's Bench is full.)  Pokémon Trader  Trade 1 Basic Pokémon or Evolution card in your hand for 1 Basic Pokémon or Evolution card in your hand for 1 Basic Pokémon or Evolution card from your deck. Show to your opponent Potion  Remove up to 2 damage counters from 1 of your Pokémon.  Professor Dak  Discard your hand, then draw 7 cards.  Revive  Put 1 Basic Pokémon card from your discard pile onto your Bench. Put damage counters on that Pokémon equal to half its HP (rounced down to the nearest 10) (You card pay Revive if your Bench is full.)  Scoop Up  Choose 1 of your own Pokémon in play and return its Basic Pokémon cards to your hand. (Discard all cards attached to that card.)  Super Energy Removal  Discard 1 Energy card attached to 1 of your own Pokémon in order to choose 1 of your opponent's Pokémon and up to 2 Energy cards attached to 1 to Discard those Energy cards.  Super Potion  Discard 1 Energy card attached to 1 of your own Pokémon in order to remove up to 4 damage counters from that Pokémon
opponent's next turn. Doubleslap Filip 2 coins This attack does 30 damage times the number of heads.  Polivrath Stage 2 90  Evolves from Polivkirl Doubleslap Filip 2 coins This attack does at the Defending Pokemon has any Energy cards attached to Polivrath but not used to pay for this attack. Senergy cost. Extra Water Energy after the 2nd doesn't count.  Whilepool. Does 40 damage, If the Defending Pokemon has any Energy cards attached to it, choose 1 of them and dissard it.  Punyta Basic 40  Smash Kick Does 20 damage. Flame Tail. Does 30 damage Porygon Basic 30  Conversion 1 if the Defending Pokemon has a Weakness, you may change it to a type of your choice other than Colorless Conversion 2. Change Porygon's Resistance to your choice other than Coorless.  Raichu Evolves from Pikachu 30  Evolves from Pikachu 30  Evolves from Pikachu 30  Evolves from Basic 30  Evolves from Basic 30  Evolves from Basic 30  Evolves from Rattata 40  Evolves from Rattata 30  Evolves from Rattata 40  Evol	TRAINERS  Bill C Draw 2 cards.  Clefairy Doll R Play Clefairy Doll as if it were a Basic Pokémon. While In play, Clefairy Doll counts as a Pokémon (instead of a Trainer card), Clefairy Doll nas no attacks, can't retreat, and can't be Aseep, Comfused, Paralyzed, or Possmeo, If Clefairy Doll is Knocked Dut, it doesn't count as a Knocked Dut Pokémon. At any time during your turn before your attack, you may dissard Clefairy Doll.  Computer Search Discard 2 of the other cards from your hand in order to search your deak for any card and put it into your hand Shuffle your deck afterward  Defender Attach Defender to 1 of your Pokémon. At the end of your opponent's next turn, discard Defender Damage done to that Pokémon by attacks s reduced by 20 (after applying Weakness and Resistance).  Devolution Spray Choses 1 of your own Pokémon in play and a Stage of Evolution Discard all Evolution cards of that Stage or higher attached to that Pokémon. That Pokémon is no onger Asleep, Confused, Paralyzed, Poisoned or anything else that might be the result of an attack (just as if you had evolved it).  Penery Removal	Choose 1 Basic Pokémon card from your opponents discard pile and pit in that his or he hereb. (You can't play Pokémon Flutte if your opponent's Bench is full.)  Pokémon Trader  Trade 1 Basic Pokémon or Evolution card in your hand for 1 Basic Pokémon or Evolution card from your deck. Show to your opponent Potion  Remove up to 2 damage counters from 1 of your Pokémon.  Professor Dak  Discard your hand, then draw 7 cards.  Revive  Put 1 Basic Pokémon card from your discard pile onto your Bench. Put damage counters on that Pokémon equal to half its HP (rounced down to the nearest 10) (You can't pay Revive if your Bench is full.)  Scoop Up  Choose 1 of your own Pokémon in play and return its Basic Pokémon cards to your hand. (Discard all cards attached to that card.)  Super Energy Removal  Discard 1 Energy card attached to 1 of your own Pokémon in order to choose 1 of your opponent's Pokémon and up to 2 Energy cards attached to it. Discard those Energy cards.  Super Potion  Dissard 1 Energy card attached to 1 of your own Pokémon in order to remove up to 4 damage counters from that Pokémon  Switch
opponent's next turn. Doubleslap Filip 2 coins This attack does 30 damage times the number of heads.  Polivrath Stage 2 90  Evolves from Polivihirl Stage 3 90  Evolves from Polivihirl Stage 3 90  Evolves Fore Stage 3 90  Evolves Fore Stage 3 90  Evolves Fore Stage 1 90  Evolves from Pikachu Stage 1 90  Evolves from Rattatu Stage 1 90  Evolv	TRAINERS  Bill Draw 2 cards.  Clefairy Doll R  Play Clefairy Doll as if it were a Basic Pokémon. While in play, Clefairy Doll as on attacks, can't retreat, and can't be Assep, Confused Paralyzed, or Poisoneo, if Clefairy Doll is Knocked Dut, it doesn't count as a Knocked Out, it doesn't count as a Knocked Out Pokémon. At any time during your turn before your attack, you may diseard Defairly Doll.  Computer Search  Discard 2 of the other cards from your hand in croer to search your deck for any card and put it into your hand Snuffle your deck afterward Defender  Attach Defender to 1 of your Pokémon. At the end of your opponent's next turn, discard Defender Damage done to that Pokémon by attacks s reduced by 20 (after applying Weakness and Resistance).  Devolution Spray R  Choose 1 of your own Pokémon in play and a Stage of Evolution Discard all Evolution cards of that Stage or higher attached to that Pokémon. That Pokémon is no onger Asleep, Confuseo, Parayyed, Poisoned or anything else that might be the result of an attack (just as if you had evolved it).  Energy Removal  Choose 1 thergy card attached to 1 of your opponent's Pokémon and	Choose 1 Basic Pokémon card from your opponents diseard pile and pit in this or her Berch. (You can't play Pokémon Flutte if your opponent's Bench is full.)  Pokémon Trader  Trade 1 Basic Pokémon or Evolution card in your hand for 1 Basic Pokémon or Evolution card in your hand for 1 Basic Pokémon or Evolution card from your deck. Show to your opponent Potion  Remove up to 2 damage counters from 1 of your Pokémon.  Professor Dak  Discard your hand, then draw 7 cards.  Revive  Put 1 Basic Pokémon card from your discard pile onto your Bench. Put damage counters on that Pokémon equal to half its HP (rounced down to the nearest 10) (You card pay Revive if your Bench is full.)  Scoop Up  Choose 1 of your own Pokémon in play and return its Basic Pokémon cards to your hand. (Discard all cards attached to that card.)  Super Energy Removal  Discard 1 Energy card attached to 1 of your own Pokémon in order to choose 1 of your opponent's Pokémon and up to 2 Energy cards attached to 1 to Discard those Energy cards.  Super Potion  Discard 1 Energy card attached to 1 of your own Pokémon in order to remove up to 4 damage counters from that Pokémon
opponent's next turn.	TRAINERS  Bill Craw 2 cards.  Clefairy Doll Relating Doll as if it were a Basic Pokémon. While in play, Clefairy Doll Play Clefairy Doll as if it were a Basic Pokémon. While in play, Clefairy Doll counts as a Pokémon (instead of a Trainer card). Clefairy Doll has no attacks, can't retreat, and can't be Aseep, Conflued. Paralyzed. or Possoneo. If Clefairy Doll is Knocked Dult, it doesn't count as a Knocked Dult Pokémon. At any time during your turn before your attack, you may discard Clefairy Dol.  Computer Search Discard 2 of the other cards from your hand Snuffle your deck afterward Defender any card and put it into your hand. Snuffle your doek afterward Defender Damage done to that Pokémon by attacks a reduced by 20 (after applying Weakness and Resistance).  Devolution Spray Choose 1 of your own Pokémon in play and a Stage of Evolution Discard all Evolution cards of that Stage or higher attached to that Pokémon. That Pokémon is no onger Asleep, Confuseo. Para yard, Poisoned or anything else that might be the result of an attack (just as if you had evolved it).  Energy Removal Choose 1 Energy card attached to 1 of your opponent's Pokémon and discard it.	Choose 1 Basic Pokémon card from your opponents diseard pile and pile from his or her Berch. (You can't play Pokémon Fluts if your opponent's Bench is file.)  Pokémon Trader  Trade 1 Basic Pokémon or Evolution card in your hand for 1 Basic Pokémon or Evolution card in your hand for 1 Basic Pokémon or Evolution card from your deck. Show to your opponent  Potion  Remove up to 2 damage counters from 1 of your Pokémon.  Professor Oak  Discard your hand, then draw 7 cards.  Revive  Put 1 Basic Pokémon card from your discard pile onto your Bench. Put damage counters on trad Pokémon equal to half its HP (rounced down to the nearest 10) (You card ray Revive if your Bench is full.)  Scoop Up  Choose 1 of your own Pokémon in play and return its Basic Pokémon cards to your hand. (Discard all cards attached to that card.)  Super Energy Removal  Discard 1 Energy and attached to 1 of your own Pokémon in order to choose 1 of your oppnent's Pokémon and up to 2 Energy cards attached to it. Discard those Energy cards.  Super Potion  Discard 1 Energy card attached to 1 of your own Pokémon in order to remove up to 4 damage counters from that Pokémon  Switch  Switch 1 of your own Benched Pokémon with your Active Pokémon.
opponent's next turn.	TRAINERS  Bill Draw 2 cards.  Clefairy Doll R  Play Clefairy Doll as if it were a Basic Pokémon. While in play, Clefairy Doll as if it were a Basic Pokémon. While in play, Clefairy Doll as no attacks, can't retreat, and can't be Aseep, Confisad Paralyzed, or Poisoneo, if Clefairy Doll is Knocked Out, it doesn't count as a Knocked Out Pokémon. At any time during your turn before your attack, you may diseard Oefairy Doll.  Computer Search  Discard 2 of the other cards from your hand in order to search your deck for any card and put it into your hand Snuffle your deck afterward Defender  Attach Defender to 1 of your Pokémon. At the end of your opponent's next turn, discard Defender Damage done to that Pokémon by attacks is reduced by 20 (after applying Weakness and Resistance).  Devolution Spray  Choose 1 of your own Pokémon in play and a Stage of Evolution Discard all Evolution cards of that Stage or in gher attached to that Pokémon. That Pokémon is no onger Asleep, Combiseo. Praaryard, Poxoned or anything else that might be the result of an attack (just as if you had evolved it).  Energy Removal  Choose 1 Energy card attached to 1 of your opponent's Pokémon and dissard it.  Energy Retrieval	Choose 1 Basic Pokémon card from your opponents discard pile and pit in that his or he hereb. (You can't play Pokémon Flutte if your opponent's Bench is full.)  Pokémon Trader  Trade 1 Basic Pokémon or Evolution card in your hand for 1 Basic Pokémon or Evolution card from your deck. Show to your opponent Potion  Remove up to 2 damage counters from 1 of your Pokémon.  Professor Dak  Discard your hand, then draw 7 cards.  Revive  Put 1 Basic Pokémon card from your discard pile onto your Bench. Put damage counters on that Pokémon equal to half its HP (rounced down to the nearest 10) (You can't pay Revive if your Bench is full.)  Scoop Up  Choose 1 of your own Pokémon in play and return its Basic Pokémon cards to your hand. (Discard all cards attached to that card.)  Super Energy Removal  Discard 1 Energy card attached to 1 of your own Pokémon in order to choose 1 of your opponent's Pokémon and up to 2 Energy cards attached to it. Discard those Energy cards.  Super Potion  Dissard 1 Energy card attached to 1 of your own Pokémon in order to remove up to 4 damage counters from that Pokémon  Switch
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opponent's next turn. Doubleslap Filip 2 coins This attack does 30 damage times the number of heads.  Polivrath Stage 2 90  Evolves from Polivkirl Debugger Common Stage 2 90  Doubleslap Porygon Stage 30  Doubleslap Porygon Stage 40  Doubleslap Porygon Stage 40  Doubles	TRAINERS  Bill Draw 2 cards.  Clefairy Doll R Play Clefairy Doll as if it were a Basic Pokémon. While in play, Clefairy Doll as if it were a Basic Pokémon. While in play, Clefairy Doll as on attacks, can't retreat, and can't be Aseep, Confisad Paralyzed, or Poisoneo, if Clefairy Doll is Knocked Out, it doesn't count as a Knocked Out Pokémon. At any time during your turn before your attack, you may diseard Oefairy Doll.  Computer Search Discard 2 of the other cards from your hand in order to search your deck for any card and put it into your hand Snuffle your deck afterward Defender  Attach Defender to 1 of your Pokémon. At the end of your opponent's next turn, discard Defender Damage done to that Pokémon by attacks is raduced by 20 (after applying Weakness and Resistance).  Devolution Spray  Choose 1 of your own Pokémon in play and a Stage of Evolution Discard all Evolution cards of that Stage or higher attached to that Pokémon.  That Pokémon is no onger Asleep, Confisea. Para yard, Paconed or anything else that might be the result of an attack (just as if you had evolved it).  Energy Removal  Choose 1 Energy card attached to 1 of your opponent's Pokémon and discard it.  Energy Retrieval  Trada 1 of the other cards in your hand for up to 2 basic Energy cards from your discard pile.	Choose 1 Basic Pokémon card from your opponents diseard pile and pit in orto his or her Berch. (You can't play Pokémon Flutte if your opponent's Bench is full.)  Pokémon Trader  Trade 1 Basic Pokémon or Evolution card in your hand for 1 Basic Pokémon or Evolution card from your deck. Show to your opponent Potion  Remove up to 2 damage counters from 1 of your Pokémon.  Professor Oak  Discard your hand, then draw 7 cards.  Revive  Put 1 Basic Pokémon card from your discard pile onto your Bench. Put damage counters on that Pokémon equal to half its HP (rounced down to the nearest 10) (You card pay Revive if your Bench is full.)  Scoop Up  Choose 1 of your own Pokémon in play and return its Basic Pokémon cards to your hand. (Discard all cards attached to that card.)  Super Energy Removal  Discard 1 Energy card attached to 1 of your own Pokémon in order to choose 1 of your opponent's Pokémon and up to 2 Energy cards attached to it Discard those Energy cards.  Super Potion  Discard 1 Energy card attached to 1 of your own Pokémon in order to remove up to 4 damage counters from that Pokémon  Switch  Switch 1 of your own Benched Pokémon with your Active Pokémon.
opponent's next turn.	TRAINERS  Bill Draw 2 cards.  Clefairy Doll R  Play Clefairy Doll as if it were a Basic Pokémon. While in play, Clefairy Doll so just as a Pokémon (instead of a Trainer card). Clefairy Doll has no attacks, can't retreat, and can't be Aseep, Confused, Paralyzed, or Possoneo. If Clefairy Doll is Knocked Dut, it doesn't count as a Knocked Out, it doesn't count as a Knocked Out Pokémon. At any time during your turn before your attack, you may diseard Defairly Doll.  Computer Search  Discard 2 of the other cards from your hand in order to search your deck for any card and put it into your hand Snuffle your deck afterward  Defender  Attach Defender to 1 of your Pokémon. At the end of your opponent's next turn, discard Defender Damage done to that Pokémon by attacks s reduced by 20 (after applying Weakness and Resistance).  Devolution Spray  Choose 1 of your own Pokémon in play and a Stage of Evolution Discard all Evolution cards of that Stage or higher attached to that Pokémon. That Pokémon is no longer Asleep, Confused. Paralyzed, Poisoned or anything else that might be the result of an attack (just as if you had evolved it).  Energy Removal  Choose 1 Energy pard attached to 1 of your opponent's Pokémon and discard it.  Energy Retrieval  Irade 1 of the other cards in your hand for up to 2 basic Energy cards  Tom your discard pile.  Full Heal  Your Active Pokémon is no longer Asleep, Confused, Paralyzed, or	Choose 1 Basic Pokémon card from your opponents diseard pile and pit north his or her Berch. (You can't play Pokémon Fluts if your opponent's Bench is file.)  Pokémon Trader  Trade 1 Basic Pokémon or Evolution card in your hand for 1 Basic Pokémon or Evolution card from your deck. Show to your opponent Potion  Remove up to 2 damage counters from 1 of your Pokémon.  Professor Oak  Discard your hand, then draw 7 cards.  Revive  Put 1 Basic Pokémon card from your discard pile onto your Bench. Put damage counters on trad Pokémon equal to half its HY (rounced down to the nearest 10) (You card ray Revive if your Bench is full.)  Scoop Up  Choose 1 of your own Pokémon in play and return its Basic Pokémon cards to your hand. (Discard all cards attached to that card.)  Super Energy Removal  Discard 1 Energy and attached to 1 of your own Pokémon in order to choose 1 of your oppnents Pokémon and up to 2 Energy cards attached to 1t. Discard those Energy cards.  Super Potion  Discard 1 Energy card attached to 1 of your own Pokémon in order to remove up to 4 damage counters from that Pokémon  Switch 1 of your own Benched Pokémon with your Active Pokémon.  Enter Sy  Provides Sept 1 Energy Dosen't count as a basic Energy card  Fighting Energy  Provides Sept 2 Energy Dosen't count as a basic Energy card
opponent's next turn.	TRAINERS  Bill Craw 2 cards.  Clefairy Doll Relating Doll as if it were a Basic Pokémon. While in play, Clefairy Doll Play Clefairy Doll as if it were a Basic Pokémon. While in play, Clefairy Doll counts as a Pokémon (instead of a Trainer card). Clefairy Doll nos no attacks, can't retreat, and can't be Aseep, Confused. Paralyzed. or Possonee. If Clefairy Doll is Knocked Dult, it doesn't count as a Knocked Dult Pokémon. At any time during your turn before your attack, you may discard Clefairy Dol.  Computer Search  Discard 2 of the other cards from your hand In order to search your deck for any card and put it into your hand. Shuffle your deck afterward Defender  Attach Defender to 1 of your Pokémon. At the end of your opponent's next turn, discard Defender Damage done to that Pokémon by attacks s reduced by 20 (after applying Weakness and Resistance).  Devolution Spray  Choose 1 of your own Pokémon in play and a Stage of Evolution Discard all Evolution cards of that Stage or higher attached to that Pokémon. That Pokémon is no onger Asleep, Confuseo. Paralyzed, Poisoned or anything else that might be the result of an attack (just as if you had evolved it).  Energy Removal  Choose 1 Energy card attached to 1 of your opponent's Pokémon and discard it.  Energy Retrieval  Trada 1 of the other cards in your hand for up to 2 basic Energy cards from your discard pille.  Full Heal  Your Active Pokémon is no longer Asleep, Confused, Paralyzed, or Possoned.	Choose 1 Basic Pokémon card from your opponents discard pile and pit in torto his or her bench. (You can t play Pokémon Flutte if your opponent's Bench is full.)  Pokémon Trader  Trade 1 Basic Pokémon or Evolution card in your hand for 1 Basic Pokémon or Evolution card from your deck. Show to your opponent Potion  Remove up to 2 damage counters from 1 of your Pokémon.  Professor Oak  Discard your hand, then draw 7 cards.  Revive  Put 1 Basic Pokémon card from your discard pile onto your Bench. Put damage counters on that Pokémon equal to half its HP (rounded down to the nearest 10). (You can't pay Revive if your Bench is full.)  Scoop Up  Choose 1 of your own Pokémon in play and return its Basic Pokémon cards to your hand. (Oscaro all cards attached to that card.)  Super Energy Removal  Discard 1 Energy card attached to 1 of your own Pokémon in order to choose 1 of your opponent's Pokémon and up to 2 Energy cards attached to it. Discard those Energy cards.  Super Potion  Dissard 1 Energy card attached to 1 of your own Pokémon in order to remove up to 4 damage counters from that Pokémon  Switch 1 of your own Benched Pokémon with your Active Pokémon.  ENIERGY  Double Colorless Energy  Provides Page Penergy Doesn't count as a basic Energy card
opponent's next turn.	TRAINERS Bill C Draw 2 cards. R R Play Clefairy Doll as if it were a Basic Pokémon. While in play, Clefairy Doll counts as a Pokémon (instead of a Trainer card), Clefairy Doll counts as a Pokémon (instead of a Trainer card), Clefairy Doll counts as a Pokémon (instead of a Trainer card), Clefairy Doll as no attacks, can't retreat, and can't be Aseep, Confused, Paralyzed, or Possneab, I'Clefairy Doll is Knocked Out, it dosen't count as a Knocked Out Pokémon. At any time during your turn before your attack, you may dissard Defairy Doll.  Computer Search Discard 2 of the other cards from your hand in order to search your deck for any card and put it into your hand Snuffle your deck afterward Defender  U Attach Defender to 1 of your Pokémon. At the end of your opponent's next turn, discard Defender Damage done to that Pokémon by attacks s raduced by 20 (after applying Weakness and Resistance).  Devolution Spray Cnoose 1 of your own Pokémon in play and a Stage of Evolution Discard all Evolution cards of that Stage or higher attached to five Pokémon. That Pokémon is no onger Asleep, Confused, Paralyzed, Poisoned or anything else that might be the result of an attack (just as if you had evolved it).  Energy Removal Choose 1 Energy card attached to 1 of your opponent's Pokémon and discard it. Energy Retrieval Trads 1 of the other cards in your hand for up to 2 basic Energy cards from your discard pille.  Full Heal Your Active Pokémon is no longer Asleep, Confused, Paralyzed, or Poisoned.  But of Wind	Choose 1 Basic Pokémon card from your opponents diseard pile and pit in orto his or her Berch. (You can t play Pokémon Fluts if your opponent's Bench is full.)  Pokémon Trader  Trade 1 Basic Pokémon or Evolution card in your hand for 1 Basic Pokémon or Evolution card from your deck. Show to your opponent Potion  Remove up to 2 damage counters from 1 of your Pokémon.  Professor Dak  Discard your hand, then draw 7 cards.  Revive  Put 1 Basic Pokémon card from your discard pile onto your Bench. Put damage counters on that Pokémon equal to half its HP (rounded down to the nearest 10) (You card pay Revive if your Bench is full.)  Scoop Up  Choose 1 of your own Pokémon in play and return its Basic Pokémon cards to your hand. (Discard all cards attached to that card.)  Super Energy Removal  Discard 1 Energy and attached to 1 of your own Pokémon in order to choose 1 of your opponent's Pokémon and up to 2 Energy cards attached to this Discard to the Discard those Energy cards.  Super Potion  Discard 1 Energy card attached to 1 of your own Pokémon in order to remove up to 4 damage counters from that Pokémon.  Switch  Switch 1 of your own Benchad Pokémon with your Active Pokémon.  ENIERCY  Double Colorless Energy  Provides  Provides Finergy Doesn't count as a basic Energy card  Fighting Energy  Provides  Energy
opponent's next turn.	TRAINERS  Bill Draw 2 cards.  Clefairy Doll R Play Clefairy Doll as if it were a Basic Pokémon. While in play, Clefairy Doll as on attacks, can't retreat, and can't be Assep, Confused Paralyzed, or Possmee. If Clefairy Doll is Knocked Out, it doesn't count as a Knocked Out, it doesn't count as a Knocked Out Pokémon. At any time during your turn before your attack, you may discard Clefairy Doll.  Computer Search Discard 2 of the other cards from your hand in order to search your deck for any card and put it into your hand Snuffle your deck afterward  Defender  Attach Defender to 1 of your Pokémon. At the end of your opponent's next turn, discard Defender Damage done to that Pokémon by attacks is reduced by 20 (after applying Weakness and Res.stance).  Devolution Spray Choose 1 of your own Pokémon in play and a Stage of Evolution Discard all Evolution cards of that Stage or higher attached to that Pokémon. That Pokémon is no onger Asleep, Confuseo, Parayyad, Posconed or anything else that might be the result of an attack (just as if you had evolved it).  Energy Removal Choose 1 Energy card attached to 1 of your opponent's Pokémon and discard it.  Energy Retrieval  Trade 1 of the other cards in your hand for up to 2 basic Energy cards from your discard pille.  Full Heal Your Active Pokémon is no longer Asleep, Confused, Paralyzed, or Pousoned.  Gust of Wind C	Choose 1 Basic Pokémon card from your opponents discard pile and pit in torto his or her bench. (You can t play Pokémon Flutte if your opponent's Bench is full.)  Pokémon Trader  Trade 1 Basic Pokémon or Evolution card in your hand for 1 Basic Pokémon or Evolution card from your deck. Show to your opponent Potion  Remove up to 2 damage counters from 1 of your Pokémon.  Professor Oak  Discard your hand, then draw 7 cards.  Revive  Put 1 Basic Pokémon card from your discard pile onto your Bench. Put damage counters on that Pokémon equal to half its HP (rounded down to the nearest 10). (You can't pay Revive if your Bench is full.)  Scoop Up  Choose 1 of your own Pokémon in play and return its Basic Pokémon cards to your hand. (Oscaro all cards attached to that card.)  Super Energy Removal  Discard 1 Energy card attached to 1 of your own Pokémon in order to choose 1 of your opponent's Pokémon and up to 2 Energy cards attached to it. Discard those Energy cards.  Super Potion  Dissard 1 Energy card attached to 1 of your own Pokémon in order to remove up to 4 damage counters from that Pokémon  Switch 1 of your own Benched Pokémon with your Active Pokémon.  ENIERGY  Double Colorless Energy  Provides Benergy  Provides Benergy  Energy  Fire Energy
opponent's next turn.	TRAINERS  Bill Craw 2 cards.  Clefairy Doll Play Clefairy Doll as if it were a Basic Pokémon. While in play, Clefairy Doll counts as a Pokémon (instead of a Trainer card). Clefairy Doll nounts as a Pokémon (instead of a Trainer card). Clefairy Doll nounts as a Pokémon (instead of a Trainer card). Clefairy Doll nounts as a Knocked Dul Fokémon. At any time during your turn before your attack, you may discard Clefairy Doll.  Computer Search  Discard 2 of the other cards from your hand in order to search your deck for any card and put it into your hand. Shuffle your deck afterward Defender  Attach Defender to 1 of your Pokémon. At the end of your opponent's next turn, discard Defender Damage done to that Pokémon by attacks s reduced by 20 (after applying Weakness and Resistance).  Devolution Spray  Choose 1 of your own Pokémon in play and a Stage of Evolution Discard all Evolution cards of that Stage or higher attached to that Pokémon. That Pokémon is no onger Asleep, Confuseo. Para yard, Poisoned or anything else that might be the result of an attack (just as if you had evolved it).  Energy Removal  Choose 1 Energy card attached to 1 of your opponent's Pokémon and discard it.  Energy Retrieval  Trada 1 of the other cards in your hand for up to 2 basic Energy cards from your discard pille.  Full Heal  Your Active Pokémon is no longer Asleep, Confuseo, Paralyzeo, or Poisoned.  Gust of Wind  Choose 1 for your opponent's Benched Pokémon and switch it with his or her Active Pokémon.	Choose 1 Basic Pokémon card from your opponents diseard pile and pit north his or her Berch. (You can't play Pokémon Fluts if your opponent's Bench is file.)  Pokémon Trader  Trade 1 Basic Pokémon or Evolution card in your hand for 1 Basic Pokémon or Evolution card in your deck. Show to your opponent Potion  Remove up to 2 damage counters from 1 of your Pokémon.  Professor Oak  Discard your hand, then draw 7 cards.  Revive  Put 1 Basic Pokémon card from your discard pile onto your Bench. Put damage counters on trad Pokémon equal to half its HY (rounced down to the nearest 10) (You card ray Revive if your Bench is full.)  Scoop Up  Choose 1 of your own Pokémon in play and return its Basic Pokémon cards to your hand. (Discard all cards attached to that card.)  Super Energy Removal  Discard 1 Energy and attached to 1 of your own Pokémon in order to choose 1 of your oppnents Pokémon and up to 2 Energy cards attached to it. Discard those Energy cards.  Super Potion  Discard 1 Energy card attached to 1 of your own Pokémon in order to remove up to 4 damage counters from that Pokémon  Switch 1 of your own Benched Pokémon with your Active Pokémon.  ENIERGY  Double Colorless Energy  Provides Dengy  Provides Energy  Provides Energy  Provides Energy  Provides Energy.  Fire Energy  Provides Energy.
opponent's next turn. Doubleslap Filip 2 coins This attack does 30 damage times the number of heads.  Polivrath Stage 2 90  Evolves from Polivkirl Debugger Councillable Stage 2 100  Evolves from Polivkirl Debugger Councillable Stage 2 100  Evolves from Polivkirl Debugger Councillable Stage 2 100  Evolves from Polivkirl Debugger Councillable Stage 3 100  Pokémon has any Energy cards attached to 1t, choose 1 of them and diseard it.  Punyta Basic 40  Ponyta Basic 40  Evolves From Poliv Councillable Stage 1 100  Evolves from Plkachu Debugger Stages 1 100  Evolves from Plkachu Debugger Councillable Stage 1 100  Evolves from Plkachu 1 100  Evolves from Rattata 1 100  Evolves from Rattata 1 100  Evolves from Plkachu 1 100  Evolves from Rattata 1 100  Evolves from Stage 1 100  Ev	TRAINERS  Bill Draw 2 cards.  Clefairy Doll As of it were a Basic Pokémon. While in play. Clefairy Doll counts as a Pokémon (instead of a Trainer card). Clefairy Doll nounts as a Pokémon (instead of a Trainer card). Clefairy Doll nounts as a Pokémon (instead of a Trainer card). Clefairy Doll nounts as a Pokémon (instead of a Trainer card). Clefairy Doll nounts as a Knocked Out Fokémon. At any time during your turn before your attack, you may discard Clefairy Doll.  Computer Search  Discard 2 of the other cards from your hand in order to search your deck for any card and put it into your hand Snuffle your deck afterward Defender  Attach Defender to 1 of your Pokémon. At the end of your opponent's next turn, discard Defender Damage done to that Pokémon by attacks a reduced by 20 (after applying Weakness and Resistance).  Devolution Spray  Choose 1 of your own Pokémon in play and a Stage of Evolution Discard all Evolution cards of that Stage or higher attached to that Pokémon. That Pokémon is no onger Asleep, Confuseo, Parayved, Poisoned or anything else that might be the result of an attack (just as if you had evolved it).  Energy Removal  Choose 1 Energy card attached to 1 of your opponent's Pokémon and discard it.  Energy Retrieval  Trads 1 of the other cards in your hand for up to 2 basic Energy cards from your discard pile.  Full Heal  Your Active Pokémon is no longer Asleep, Confuseo, Paralyzed, or Poisoned.  Bust of Wilmd  Choose 1 of your opponent's Benched Pokémon and switch it with his or her Active Pokémon.  Impostor Professor Dak  Your goognent shuffles nis hand into his deck, then draws 7 cards.	Choose 1 Basic Pokémon card from your opponents diseard pile and pit north his or her Berch. (You can't play Pokémon Fluts if your opponent's Bench is fiu.)  Pokémon Trader  Trade 1 Basic Pokémon or Evolution card in your hand for 1 Basic Pokémon or Evolution card in your hand for 1 Basic Pokémon or Evolution card from your deck. Show to your opponent Potion  Remove up to 2 damage counters from 1 of your Pokémon.  Professor Oak  Discard your hand, then draw 7 cards.  Revive  Put 1 Basic Pokémon card from your discard pile onto your Bench. Put damage counters on trad Pokémon equal to half its HP (rounced down to the nearest 10) (You card from your discard pile onto your Bench. Put damage counters on trad Pokémon in play and return its Basic Pokémon cards to your hand. (Discard all cards attached to that card.)  Super Energy Removal  Discard 1 Energy pard attached to 1 of your own Pokémon in order to choose 1 of your opponent's Pokémon and up to 2 Energy cards attached to it. Discard those Energy cards.  Super Potion  Discard 1 Energy card attached to 1 of your own Pokémon in order to remove up to 4 damage counters from that Pokémon  Switch 1 of your own Benched Pokémon with your Active Pokémon.  ENERGY  Double Coloriess Energy  Provides Penergy  Provides Finergy  Provides Finergy  Frevides Finergy.  Fre Energy  Provides Finergy.  Lightning Energy.  Lightning Energy.
opponent's next turn.	TRAINERS Bill C Draw 2 cards.  Clefairy Doll Play Clefairy Doll as if it were a Basic Pokémon. While In play, Clefairy Doll counts as a Pokémon (instead of a Trainer card). Clefairy Doll as no attacks, can't retreat, and can't be Aseep, Confused. Paralyzed. or Possoneo. If Clefairy Doll is Knocked Dult, it doesn't count as a Knocked Dult Pokémon. At any time during your turn before your attack, you may discard Clefairy Dol.  Computer Search Discard 2 of the other cards from your hand in order to search your deck for any card and put it into your hand. Snuffle your dock afterward Defender to 1 of your Pokémon. At the end of your opponent's next turn, discard Defender Damage done to that Pokémon by attacks a reduced by 20 (after applying Weakness and Resistance).  Devolution Spray Choose 1 of your own Pokémon in play and a Stage of Evolution Discard all Evolution cards of that Stage or higher attached to treat Pokémon. That Pokémon is no onger Asleep, Confuseo. Paralyzed, Posoned or anything else that might be the result of an attack (just as if you had evolved it).  Energy Removal Choose 1 Energy card attached to 1 of your opponent's Pokémon and discard it.  Energy Retrieval Trada 1 of the other cards in your hand for up to 2 basic Energy cards from your discard pille.  Full Heal Your Active Pokémon is no longer Asleep, Confuseo, Paralyzeo, or Possoned.  Sust of Wind Choose 1 of your opponent's Benched Pokémon and switch it with his or her Active Pokémon.  Impostor Professor Dak Your opponent shuffles his hand into his deck, then draws 7 cards.  Rem Finder	Choose 1 Basic Pokémon card from your opponents diseard pile and pit in orto his or her bench. (You can't play Pokémon Fluts if your opponent's Bench is full.)  Pokémon Trader  Trade 1 Basic Pokémon or Evolution card in your hand for 1 Basic Pokémon or Evolution card in your hand for 1 Basic Pokémon or Evolution card from your deck. Show to your opponent Potion  Remove up to 2 damage counters from 1 of your Pokémon.  Professor Dak  Discard your hand, then draw 7 cards.  Revive  Put 1 Basic Pokémon card from your discard pile onto your Bench. Put damage counters on that Pokémon equal to half list BH (rounced down to the nearest 10) (You can't pay Revive if your Bench is full.)  Scoop Up  Choose 1 of your own Pokémon in play and return its Basic Pokémon cards to your hand. (Discard all cards attached to that card.)  Super Energy Removal  Discard 1 Energy card attached to 1 of your own Pokémon in order to choose 1 of your opponent's Pokémon and up to 2 Energy cards attached to it Discard those Energy cards.  Super Potion  Discard 1 Energy card attached to 1 of your own Pokémon in order to remove up to 4 damage counters from that Pokémon  Switch  Switch 1 of your own Benched Pokémon with your Active Pokémon.  ENERGY  Double Colorless Energy  Provides B Energy  Provides Energy  Fravides Energy  Provides Energy
opponent's next turn.	TRAINERS  Bill Draw 2 cards.  Clefairy Doll R Play Clefairy Doll as if it were a Basic Pokémon. While in play, Clefairy Doll as if it were a Basic Pokémon. While in play, Clefairy Doll counts as a Pokémon (instead of a Trainer card). Dielairy Doll has no attacks, can't retreat, and can't be Aseep, Confused, Paralyzed, or Poisoneo. If Clefairy Doll is Knocked Dut, it doesn't count as a Knocked Out, it doesn't count as a Knocked Out Pokémon. At any time during your turn before your attack, you may diseard Defairly Doll.  Computer Search Discard 2 of the other cards from your hand in order to search your deck for any card and put it into your hand Snuffle your deck afterward Defender  Attach Defender I of your Pokémon. At the end of your opponent's next turn, discard Defender Damage done to that Pokémon by attacks is reduced by 20 (after applying Weakness and Resistance).  Devolution Spray  Choose 1 of your own Pokémon in play and a Stage of Evolution Discard all Evolution cards of that Stage or higher attached to that Pokémon.  That Pokémon is no onger Asleep, Confused, Paralyzed, Posconed or anything else that might be the result of an attack (just as if you had evolved it).  Energy Removal  Choose 1 Energy card attached to 1 of your opponent's Pokémon and discard it.  Energy Retrieval  Trada 1 of the other cards in your hand for up to 2 basic Energy cards from your discard pile.  Full Heal  Your Active Pokémon.  Impostor Professor Dak  Your opponent shuffles nis hand into his deck, then draws 7 cards.  Item Finder  Discard 2 of the other cards from your hand in	Choose 1 Basic Pokémon card from your opponents discard pile and pit in torto his or her bench. (You can t play Pokémon Flutte if your opponent's Bench is full.)  Pokémon Trader  Trade 1 Basic Pokémon or Evolution card in your hand for 1 Basic Pokémon or Evolution card from your deck. Show to your opponent Potion Remove up to 2 damage counters from 1 of your Pokémon.  Professor Oak  Discard your hand, then draw 7 cards.  Revive  Put 1 Basic Pokémon card from your discard pile onto your Bench. Put damage counters on that Pokémon equal to half its HP (rounded down to the nearest 10). (You can't pay Revive if your Bench is full.)  Scoop Up  Choose 1 of your own Pokémon in play and return its Basic Pokémon cards to your hand. (Oscaro all cards attached to that card.)  Super Energy Removal  Discard 1 Energy card attached to 1 of your own Pokémon in order to choose 1 of your opponent's Pokémon and up to 2 Energy cards attached to it. Discard those Energy cards.  Super Potion  Discard 1 Energy card attached to 1 of your own Pokémon in order to remove up to 4 damage counters from that Pokémon  Switch 1 of your own Benched Pokémon with your Active Pokémon.  ENERGY  Double Colorless Energy  Provides Denergy  Provides Energy  Provides Energy  Provides Energy  Provides Energy.  Energy.  Lighthing Energy  Provides Energy.
opponent's next turn.  Doubleslap Filip 2 coins This attack does 30 damage times the number of heads.  Polivrath  Stage 2 90	TRAINERS Bill C Draw 2 cards.  Clefairy Doll Play Clefairy Doll as if it were a Basic Pokémon. While In play, Clefairy Doll counts as a Pokémon (instead of a Trainer card). Clefairy Doll as no attacks, can't retreat, and can't be Aseep, Confused. Paralyzed. or Possoneo. If Clefairy Doll is Knocked Dult, it doesn't count as a Knocked Dult Pokémon. At any time during your turn before your attack, you may discard Clefairy Dol.  Computer Search Discard 2 of the other cards from your hand in order to search your deck for any card and put it into your hand. Snuffle your dock afterward Defender to 1 of your Pokémon. At the end of your opponent's next turn, discard Defender Damage done to that Pokémon by attacks a reduced by 20 (after applying Weakness and Resistance).  Devolution Spray Choose 1 of your own Pokémon in play and a Stage of Evolution Discard all Evolution cards of that Stage or higher attached to treat Pokémon. That Pokémon is no onger Asleep, Confuseo. Paralyzed, Posoned or anything else that might be the result of an attack (just as if you had evolved it).  Energy Removal Choose 1 Energy card attached to 1 of your opponent's Pokémon and discard it.  Energy Retrieval Trada 1 of the other cards in your hand for up to 2 basic Energy cards from your discard pille.  Full Heal Your Active Pokémon is no longer Asleep, Confuseo, Paralyzeo, or Possoned.  Sust of Wind Choose 1 of your opponent's Benched Pokémon and switch it with his or her Active Pokémon.  Impostor Professor Dak Your opponent shuffles his hand into his deck, then draws 7 cards.  Rem Finder	Choose 1 Basic Pokémon card from your opponents diseard pile and pit north his or her Berch. (You can't play Pokémon Fluts if your opponent's Bench is file.)  Pokémon Trader  Trade 1 Basic Pokémon or Evolution card in your hand for 1 Basic Pokémon or Evolution card in your deck. Show to your opponent Potion  Remove up to 2 damage counters from 1 of your Pokémon.  Professor Oak  Discard your hand, then draw 7 cards.  Revive  Put 1 Basic Pokémon card from your discard pile onto your Bench. Put damage counters on trad Pokémon equal to half its HP (rounced down to the nearest 10) (You card ray Revive if your Bench is full.)  Scoop Up  Choose 1 of your opprent's Pokémon in play and return its Basic Pokémon cards to your hand. (Discard all cards attached to that card.)  Super Energy Removal  Discard 1 Energy pard attached to 1 of your own Pokémon in order to choose 1 of your opprent's Pokémon and up to 2 Energy cards attached to it. Discard those Energy cards.  Super Potion  Discard 1 Energy card attached to 1 of your own Pokémon in order to remove up to 4 damage counters from that Pokémon  Switch 1 of your own Benched Pokémon with your Active Pokémon.  ENERGY  Double Colorless Energy  Provides Penergy
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# 

## Non-Celebrity Deathmatch

ne of them had to die. In the computer gaming world of Ultima Online, the dirtiest battles occur not between the players and monsters, but between player and player. Most notably, those players who use good characters and those who use Player Killers (PKs). So it came to pass that IQ Gamer Editor-in-Chief Pat McCallum and his vile PK Hobgoblin and Editor Mike Searle with the noble Surian Ascensia agreed to do battle. "PKs suck," Searle was heard to say before the bout, "and Pat knows it. He just loves roleplaying evil."

"Actually," Pat commented after hearing his rival, "It's not roleplaying. I am evil. I think it's because I watched too many car-

High noon was the graveyard outside Moonglow (Atlantic), and the battle began with the Hobgoblin making the first move with the standard PK trick: paralyze/explosion/e-bolt. Ascensia battled back with superior magery and hammered his foe. Now wounded, weakened and out of magic, the Hobgoblin was doomed. But just as victory seemed assured for the noble Ascensia, Malek Grimsword (Pat's buddy Craig Cornell)-vile PK and ally of the Hobgoblin-emerged from hiding and assaulted the weakened Surian, cutting him down with multiple energy bolts. As Grimsword cured his battered ally, Hobgoblin looted Surian's body, split the goods with his PK buddy and, in response to the booing of the IQ Gamer staff, said, "Look, I'm a PK. I do bad things. Besides, learn a lesson from this: always have a plan B."

Mike, busy filling Pat's gas

## PRODUCT PLACEMENTS RUMORED TO BE IN "THE PHANTOM MENACE":

- A dispriented Anakin Skywalker must choose between the light and dark sides of the Force, decides out loud "Yo quiero Taco Bell" and proceeds to gorge himself on burritos.
- Darth Maul smokes Pall Mall non-filters—amouth! Jar Jar Binks plays Kenny Loggins' "Danger Zone" on his Sony Discman during dogfight.
- 7. Cantina takes Visa but not Amex: "It's everywhere you want to be."
- Anakin Skywalker builds C-3PO from iMac and Intel Pentium III processors.
- Built-in speakers in Artoo belt out newest single from Britney Spears.
- 4. Mace Windu throws Darth Maul into a giant neon Coca-Cola sign that explodes.
- 3. Yoda wears Depends undergarments: "When 700 years old you be, in control of your bladder you will not!"
- 2. Hologram displays are really Hasbro action figures hanging on strings.
- 1. Darth Maul has the Jedi Council on the ropes until Mace Windu gets a great idea, pops a Mentos into his mouth and gets medieval on



## shows, cons

## tournaments



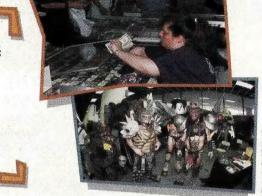
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MASSACHUSETTS
APRIL 11, BOSTON
BOSTON COMIC BOOK AND TOY SPECTACULAR 15. Radisson Hotel, 200 Stuart St. \$5 admission (\$1 OFF WITH THIS AD), children under 10 and fans IN FULL COSTUME FREE. 10 a.m.-4 p.m., early preview 9am-\$10 Don't miss NEW ENGLAND'S LARGEST COMIC BOOK AND TOY SHOW, plus *Magic: The Gathering,* non-sports cards, Beanie Babies, Manga, anime, original artwork, Star Wars, Star Trek, action figures, CDs and video. SPECIAL GUESTS: Wizards of the Coast fantasy artists ED BEARD JR., RON ROUSELLE AND PROF. HERBERT. Also LOWELL CUNNINGHAM (Men in Black). \$100 in "SHOW MONEY" raffled HOURLY! Contact: Primate Promotions @ (978) 388-6576 or e-mail primatepro@aol.com.

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FREE TYPE II MAGIC TOURNAMENTS TWICE A MONTH. 48 S. 20th St., Battle Creek, MI 49015. We buy all game cards, sports cards, used Nintendo, SEGA, Playstation games, used RPGs and wargames, old coins, comics, non-game cards, old records (60's-80's), paperback and hardcover sci-fi books, VHS and DVD sci-fi movies, movie posters, used miniatures, metal detectors, rock tumblers, lapidary equipment and paintball items. We buy, sell and trade all kinds of hobby stuff. For information, call (616) 968-1487.

WEEKLY IN APRIL & MAY, NANUET

WIZARD WORLD, the longest running tournament in Rockland! 1/4 mile east of Nanuet Mall on Route 59 in the Service Merchandise shopping center. *Magic* tournaments every Friday at 6 p.m. Players vote for tournament type (I, II, draft) with prizes for the top three competitors. Sanctioned Type II tournaments on Mondays. Call for ARENA information. We also have a complete selection of L5R, Star Wars, BattleTech, and Rage, with events running Saturdays and Sundays in our dedicated gaming area. We will demo any game upon request. For further information contact, John or Kierin at (914) 624-2224.

OHIO JULY 1-4, COLUMBUS

ORIGINS INTERNATIONAL GAME EXPO & FAIR '99, Columbus Convention Center. Preregistration weekend badge \$40, on-site \$45. Guests: celebrities, artists, authors, game designers and more. Events: focus, history, celebrity signings, seminars, roleplaying games, largest independent war college, historical miniatures, RPGA events, live-action roleplaying events (LARPs), board and computer games, trading card games, auction, art show, a maze of games and more. Contact: Andon Unlimited @ 1 (800) 529-EXPO to request a FREE preregistration book or e-mail us at Andon@AOL.com. Preregister online at www.andonunlimited.com.

APRIL 23-25, MONROEVILLE 1999 PITTSBURGH COMICON. Pittsburgh ExpoMart, 1002 Graham Ave., Windber. Admission:\$12/day, \$30/3 day pass. Fri. 2-8 p.m., Sat. 10 a.m.-6 p.m., Sun. 10 a.m.-5 p.m. Activities include CBLDF 1999 Defender of Liberty Award Ceremony, casino night, charity auctions, CBLDF

Mardi Gras Party, costume contest, 24-hr. films, 24-hr. anime fest, gaming tournaments (Magic, Marda Gras Parry, costume contest, 24-nr. nurs, 24-nr. anime test, garning tournaments (magic, Star Wars, Star Trek, LSR, Babylon 5, Overpower, Middle-earth, Highlander, Shi: CCG Premier and more), panels, demos, small-press expo, and more. Guests include: George Perez, Dick Ayers, Michael Turner, Randy Green, Mark Waid, Brian Pulido, Top Cow, CHAOS! McFarlane Toys, Awesome/Hyperwerks, Wizard Press, Crusade, CPM Manga, TV Comics, Decipher, Davdez, Diamond Comics, Wizards of the Coast, London Night Studios and many more. For more info: check out our website at www.pitsburghcomicon.com; or at Pittsburgh Comicon, 1002 Graham Ave., Windber, PA 15963; e-mail us at pcomicon@nb.net; or call (814) 467-4116.

SOUTH CAROLINA FEBRUARY & MARCH, MYRTLE BEACH THE DUELING GROUND! 4981 Hwy. 707 Myrtle Beach, SC 29575. SC's premiere gaming arena! Magic: The Gathering DCI sanctioned tourney every Tuesday and Friday night at 7:30 p.m. Type and prizes vary; call for details. Saturdays, we vary tournaments. Feb 6: Legend of the Five Rings, 2 p.m. Feb. 13: Warhammer and Star Wars Swiss, 2 p.m. Feb. 20: Deadlands 1- on-1, 2 p.m. Feb. 27: M:TG extended, 2 p.m. Prize: box of Urza Saga. We offer 1,000 sq. ft. of FREE dedicated gaming tables. SEE YA ON THE BATTLE-FIELD! Call (843) 293-1406 or check out www.duelingground.com.

APRIL 24-25, HOUSTON
NOSTALGIA PROMOTIONS COLLECTORS SHOWS. Holiday Inn Hotel: I-10W at Antoine—phone
(713) 681-5000. 50+ tables. \$2 admission for adults, children 12 years & under FREE with ad. 10 a.m.-4 p.m. each day! Comic books, sports cards, toys, trading cards, Beanies & racing memorabilia. Artists and writers each show. Enter the art contest! Try the speed pitch machine! Play in the Magic tournament: (Type II, entry SS, Sat. only. Star Wars tournament: no entrance fee, Decipher sanctioned, Sun.) \$400 in prizes given out! First 100 paid admissions are eligible to win \$50 in show money! For more information, call Andy Mingle @ (281) 748-5154.

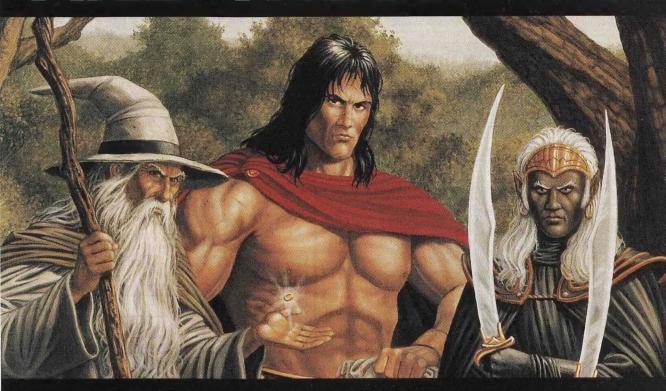
WIRGINIA
MAY 2, TYSONS CORNER (WASHINGTON D.C. AREA)
CAPITAL ASSOCIATES MONTHLY COMIC, TOY, MAGIC AND NON-SPORT CARD SHOW. Tysons Corner Westpark Hotel, 8401 Westpark Dr., McLean, VA. Directions: Take exit 10 (Route 7 west) off I-495, 1/2 mile west on Route 7; hotel is on right. For further directions, call (703) 734-2800. 90 vendor tables: 1st table @ \$65, 2nd table @ \$60, 3rd+ @ \$55. \$2 admission, children under 5 FREE. FREE parking. 10 a.m.-4 p.m. Buy, sell, trade: MAGIC and other gaming cards, gold, silver & new comics, independents, anime, figures, toys, BEANIE BABIES, posters, T-shirts, original artwork, non-sports cards, etc. Guests: Call Jeffery Rocen @ (703) 912-1993, check out http://members.aol.com/comicshow or e-mail comicshow@aol.com.

WISCONSIN
MARCH 27-28, STEVENS POINT
POINTCON 6. Laird Room, University Center-UWSP, 1015 Reserve St. Tables available @ \$50 each. \$5 admission on Saturday, \$4 on Sunday or \$8 for the weekend. 9 a.m.-11 p.m. Saturday and 9 a.m.-7 p.m. Sunday. Special guest: Craig Sheeley. Also features DCI sanday. Special guest: Craig Sheeley. Also features DCI sanday ond roleplaying M:TG and the WI State Highlander CCG Championships. Board, strategy and roleplaying ACS at the company of the strategy and roleplaying and r games, anime and more! Please e-mail GASP at gasp@uwsp.edu or call us at (715) 343-0537.

**AUGUST 5-8, MILWAUKEE** 

GEN CON GAME FAIR '99, Midwest Express Center. \$50 pre-registration weekend badge, \$55 on-site. Guests: celebrities, artists, authors, game designers and more. Events: national championships, demo games, miniatures, RPGA, roleplaying, Magic: The Gathering, TCG tournaments, board games, costume contest, anime room, art show, auction, celebrity signings, seminars, exhibit hall and more. To request a free preregistration book, contact Andon Unlimited @ 1 (800) 529-EXPO or e-mail us at Andon@AOL.com. Preregister online at www.andonunlimited.com.

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